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FULL SPECTRUM WARRIOR™

COVERS
**XBOX
& PS2**
VERSIONS



This game has received the following rating from the ESRB



FULL SPECTRUM WARRIOR™



PRIMA OFFICIAL GAME GUIDE LEVI BUCHANAN & DAVID KNIGHT

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NEWS FROM THE FRONT

NEW WORLD DISORDER

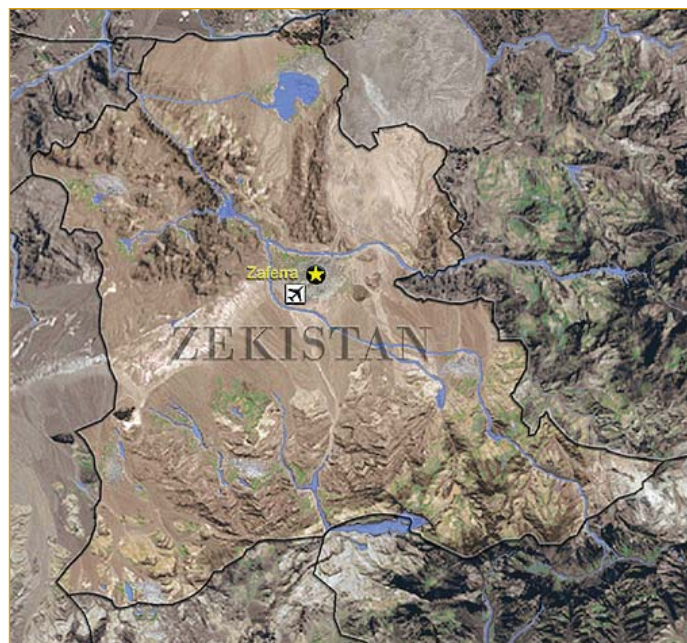
War has lost its traditional meaning. No longer do the “bad guys” march beneath recognized flags with well-organized, uniformed armies. Now, combat is waged against the free world by pockets of terrorist cells lashing out in surgical, bloody strikes that have the power to shape national policy, upset elections, and change the course of history.

Welcome to Zekistan, the latest flashpoint in a world struggling with coveted borders and disparate ideology. History has not allowed Zekistan to develop its own self-identity—it is a nation that has only known occupation. Only known rule from afar, gripped by the hands of foreign governments.



But the fall of a once powerful country has thrown Zekistan into political and social unrest. The vacuum of legitimate government has resulted in a deadly power struggle. Ethnic tribes fight each other over mere acres and precious resources.

A NATION FOREVER CONQUERED



Zekistan has known many an absentee landlord. The Mongols. Alexander the Great. The grand Roman Empire. The Ottoman Empire. The British. And, most recently, until its spectacular fall in 1991, the Soviet Union.

Throughout history, this small desert country—a territory with seemingly little tactical use for these great armies—has been under siege. Zekistan borders Afghanistan, China, and Pakistan, placing it in the center of what is indisputably the modern world’s hornet’s nest. Life has not always been full of struggle in Zekistan. When occupied by non-hostile forces, the nation was a cultural hub where worldly scholars rubbed elbows with wealthy merchants. Zekistan enjoyed such a period of stability after the British (which had wrested control and colonization from the Turks) released the nation from its rapidly crumbling empire in the early 1800s.

Zekistan saw peace for almost one hundred years. However, when the Soviet Union saw incredible expansion in the beginning of the 20th Century, Zekistan found itself again under foreign rule.

A SOVIET STATE

Zekistan did not roll over and take the Soviet invasion lying down. For fourteen years, Soviet forces felt the sting of ethnic Zeki rebel fighters. Skilled at warfare in treacherous terrain (unlike the Germans in World War II, that underestimated the severity of both Russian winters and the Russian army), Zeki nationals resisted the Bolshevik invasion.

However, the Soviets possessed greater resources than the Zekis, and the resistance began to falter. Sensing weakness, the Soviets unleashed a ferocious and brutal onslaught against Zeki villages. Thousands were killed. Towns were leveled. The Soviets tried to crush the nation’s identity by targeting Zekistan’s cultural centers, destroying monuments and priceless artifacts.

For the first half of the 20th Century, the Soviets held firm control over the Zeki population and its borders. But while its back may have been broken, Zekistan’s spirit survived.

Secretly, in the late 1960s, the Zekistan Liberation Front (ZLF) began to coalesce. In a classic David-and-Goliath struggle, the ragtag army managed to rattle the Soviet occupation with guerilla strikes. The Soviet forces retal-



CHAPTER 1: NEWS FROM THE FRONT

iated against the ZLF, but like a fast-spreading fire, it was impossible to stamp out. The Soviets were unrelenting in their efforts, though, and often hit the ZLF hard.

The ZLF knew that it would require international help to turn back the Soviets. Fortunately, the height of the Cold War in the '80s worked to Zekistan's advantage. The CIA quietly supplied the TLF with money, weapons, and training. (The CIA was running a similar program in Afghanistan at the same time.)

COLD WAR: FAIT ACCOMPLI

Despite the help of the CIA, it was ultimately the Soviet Union itself that was its undoing. Buckling under the social unrest and the massive national debt racked up by an out-of-control arms race, the Soviet Union fell apart in 1991.

October 4, 1991 is a day that ethnic Zekis celebrate, for it was the day they woke up as their own rulers again. Soviet forces pulled out of the region (abandoning a great deal of military hardware), leaving Zekistan to its own fate.

The sudden withdrawal was not without misgiving. With no warning or transitional government in place, Zekistan found itself in a state of civil war.

Neighboring nations, sensing opportunity, made grabs at Zekistan, hoping to carve off pieces of land for themselves. Ethnic tribes and local warlords, once pinched by the Soviet occupation, declared themselves back in business and deserving of their own corner of Zekistan.

Rather than regaining its identity, Zekistan found itself splintered into territories—each viciously defended by rival tribes and leaders. And, as history has shown countless times, when a desperate nation fights itself, dangerous men prosper.

A DANGEROUS MAN

His name is Mohammad Jabbour Al Afad. Currently, the most wanted man in the world. But he did not begin his life destined to be the thorn in the free world's side, his face synonymous with the word "terrorist."

PERSONAL HISTORY

Al Afad was born in Beirut, Lebanon in 1952, the son of an extremely wealthy family. Al Afad's father was a very successful importer/exporter of precious gems (including diamonds). His successful business ventures often kept him abroad, leaving Al Afad in the care of his mother.

Little is known about Al Afad's youth, but intelligence sources do know that the young Al Afad was not well attended-to by his mother, an heiress to a Lebanese winery with a taste for the extravagant. The child did not exactly fit in with the mother's life of luxury. When Al Afad's father was away, she placed the boy in the care of nannies or shuttled him off to private boarding schools far from the family home.

Al Afad prospered at school, earning top grades. He completed pre-college studies in the United Kingdom. He was accepted into a highly ranked American university where the brilliant (and handsome) Al Afad excelled. Taking a keen interest in his roots and culture, Al Afad concentrated his education on Middle Eastern affairs, graduating in 1975 with a political science major.

However, Al Afad's Western views on the situation in the Middle East were severely derailed when civil war descended on Lebanon.

Political unrest back home led to violence in the streets. Al Afad's wealthy family was the frequent target of threats from rebel leaders. Many of the family riches were forcibly taken, leading the Al Afads to flee their home and their country.

Al Afad was horrified and angered by the situation in Lebanon. It is reported that at this juncture Al Afad began to move toward a more fundamentalist view of the world—eventually leaving America for Pakistan, where he could immerse himself in the Koran with like-minded persons.

At this point, there is an intelligence gap in Al Afad's timeline. For three years, Al Afad completely dropped off the grid, his exact whereabouts unknown. Eventually, he was found again in Beirut, fraternizing with fundamentalist groups, many believed to have terrorist links.

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THE LION OF KHYBER

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It has been confirmed that Al Afad appeared in Afghanistan in 1981. He joined the Mujahideen resistance, dedicated to fighting the Soviet occupation. His intelligence, combined with his incredible charisma, served the resistance well. Al Afad was a natural leader, and he was put in charge of a guerilla unit, stationed in the Khyber Pass, a 33-mile passage through the snow-capped Hindu Kush mountain range between Afghanistan and Pakistan.

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The Khyber Pass has been the launching point of conquering armies throughout history. Alexander the Great crossed the treacherous pass to march on India in 326 BC. Genghis Khan led his Mongol armies through the great pass. The British fought and fell at the Khyber Pass during three Afghan Wars, the most recent in 1919.

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And at the Khyber Pass, Al Afad proved his valor and cunning against the Soviet encroachers. His repeated strikes and victories against the Soviets earned him the name, "The Lion of Khyber." The CIA, also keen on stymieing the expansion of the Soviet Empire, noticed his success. It is believed that the CIA provided Al Afad and his unit with combat training and weapons in 1984.

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However, his enemies caught up with Al Afad in 1986. Betrayed by one of his men, the "Lion" was caged by the Soviets. Al Afad was to be executed, but a startling rescue effort by Al Afad's loyalists was successful.

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With Afghanistan deemed too dangerous (and with his betrayal still stinging), Al Afad relocated to Zekistan where he could continue his charge against the Soviets. Within months, Al Afad was again in command of a unit of guerilla fighters, the Zekistan Liberation Front (ZLF).

Al Afad's ZLF grew rapidly as the legend of the "Lion" spread across the subcontinent. Foreign fighters from Iran, Syria, and Pakistan joined ethnic Zekis, swelling the ranks of the ZLF. Under Al Afad's leadership, the ZLF soon became a serious threat against the Soviet occupation forces, capable of planning and delivering effective, pinpoint surprise attacks.

POST COLD WAR MOVEMENT

When the Soviet Union abandoned Afghanistan and Zekistan, fundamentalism attempted to create and enforce centralized order in the shattered nation. Western forces, instead of being acknowledged for their attempted aid against Soviet occupation, were instead demonized by fundamentalist clerics and leaders. Actions in Islamic

countries, such as Somalia, served only to bolster the fundamentalist message—the West, a force of capitalism and imperialism, was as much a mortal enemy as the Soviets.

The Taliban was able to use this anti-West sentiment to achieve control over Afghanistan, while Zekistan was plunged into a civil war. Taking advantage of the power vacuum left behind by the sudden Soviet removal, Al Afad led his faction of guerillas in a successful campaign against smaller groups, installing himself as the dictator of Zekistan.

TERRORIST STATE: ZEKISTAN

With Al Afad now the de facto ruler of Zekistan, the world has a new terrorist state to contend with. Following his ascension, Al Afad ordered ethnic cleansing of native Zekis, the first step to establishing a true fundamentalist state. And if genocide isn't enough to provoke a reaction from the rest of the world, Al Afad's terrorist campaign against Western targets certainly is.

AL AFAD'S JIHAD

After the fall of the Taliban in Afghanistan and the removal of Saddam Hussein in Iraq, Al Afad is committed to capitalizing on the strong current of anti-Western sentiment that permeates the subcontinent.

Al Afad has welcomed Taliban and Iraqi National Guard refugees into his ranks, giving him control over a terrorist network similar to that in pre-2001 Afghanistan. Declaring a jihad against the west, Al Afad has begun a campaign of terror against strategic Western targets, helping finance operations with the remainder of his family's former riches.

In 2004, the world has seen a horrific rash of terrorist strikes in Europe and Southeast Asia against American and UK interests. Targets have included embassies, regional corporate headquarters, and other Western-linked capitalist ventures.

CIA and NSA intelligence has finally linked these attacks to Zekistan and Al Afad's army. However, despite presenting a solid case for military action to the United Nations, the UN supports only diplomatic measures and humanitarian aid.

Despite the UN's decree, countries directly affected by Al Afad's terrorist network, as well as sympathetic nations (perhaps out of fear that they will be next), formed a coalition dedicated to sending troops to Zekistan and removing Al Afad from power. The coalition includes military support from the UK, Australia, Poland, Canada, Spain, and the Czech Republic.



CHAPTER 1: NEWS FROM THE FRONT

MISSION: ZEKISTAN

Military strikes have been launched against Al Afad's network in Zekistan. Within seventy-two hours of launching a massive air campaign, the majority of Zekistan's aircraft, missile systems, and defense posts have been disabled or destroyed.

The battle for Zekistan and the removal of Al Afad has moved to the ground. NATO troops have been deployed in Zekistan, including a massive ground force from the United States Army.



Despite an obvious imbalance in numbers, Al Afad remains defiant. The "Lion of Khyber" promises that the fight will be a brutal, street-by-street battle. "All oppressors will be annihilated should they set foot in our beloved homeland," said Al Afad spokesperson Jabir Hazareem. "The people of this great land will fight these infidels no matter what the cost or risk to themselves."



With "quagmire" a dirty word, troops prepare to engage Al Afad in urban warfare, sometimes fighting alongside ethnic Zekis that also wish to see Al Afad deposed from power. The United States Army may be the most powerful force on the planet, but the struggle for Zekistan's future and freedom will be a battle of inches.

FULL SPECTRUM WARRIOR: A NEW GAMEPLAY EXPERIENCE

In light of current world events, the immediacy and urgency of *Full Spectrum Warrior* cannot be denied. You can easily imagine turning on the news one morning, only to witness breaking news featuring eerily similar events.



THQ and Pandemic have based *Full Spectrum Warrior* on an actual training aid developed for the United States Army. The battle for Zekistan may be fiction, but the actions of the soldiers adhere to Army doctrine.

Success in *Full Spectrum Warrior* requires a shift in mindset for gamers. Courage is rewarded not by points, but by survival. You'll certainly keep your finger on the trigger, but this is a street-by-street battle, where life and death are constantly on the line and you are responsible for the soldier next to you. Your brain is just as important as your rifle.

You are a Squad Leader in charge of two teams of trained soldiers, Alpha and Bravo fire teams. You must direct these teams to their objectives, cover point to cover point—laying down suppression fire to ensure safe passage through hostile territory.



During the game, the eight troops under your command carry real weaponry used by the United States Army, such as the M249 SAW (Squad Automatic Weapon) and the M203 grenade launcher. And the Al Afad's terrorist thugs fire at you with real Soviet-era gear, abandoned at the end of the Cold War, including the RPG-7 (Rocket Propelled Grenade) which caused American forces so much trouble in the Battle of Mogadishu.

This is as close to seeing combat from the eyes of a real soldier as many will ever get. So get ready for training—you are about to begin the ultimate urban combat simulation.

“FULL SPECTRUM” WARRIOR

PRIMA OFFICIAL GAME GUIDE



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ROLL CALL

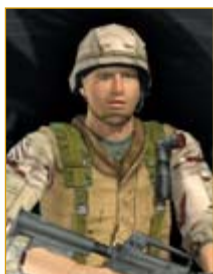
UNITED STATES ARMY

Just what does it mean to be a “Full Spectrum Warrior?” The eight squad members of the Alpha and Bravo Teams know. To be “full spectrum” is to be well trained in all aspects of the infantry: search and research, full assault, and reconnaissance.

Your mission in Zekistan requires you to use everything you learned in training. Bounding, laying down suppression fire (while conserving ammunition), locating and maintaining solid cover positions, the concept of “leave no man behind”—these are the central elements to being “full spectrum.”

Get to know the eight soldiers under your command. They are a good bunch of men and you should be proud to send them into combat. There are a lot of good soldiers on the ground in Zekistan—Rangers, Infantry, even British Special Forces—but this squad is your sole responsibility.

PLATOON LEADER 1ST LIEUTENANT DAVID “HOMER” PHILLIPS



Platoon Leader Phillips is in command of Alpha and Bravo Teams. He issues orders to the two teams, laying down objectives that must be fulfilled for the mission to be considered a success to the brass back home.

You see Phillips throughout the game, such as at the very beginning of your first rural mission. Once you receive orders, Phillips sends you into the field to carry them out—to the letter.

Should you ever need to reach Phillips in the middle of a mission, either to report back mission progress or to have orders reiterated, press **L2** (or **WU** on Xbox) on the controller to access the radio.

ALPHA TEAM

SGT. SANTIAGO “IRON MAN” GARCIA MENDEZ

Team Leader



Rank: Sergeant

Age: 32

Ethnicity: Cuban-American

Hometown: Miami, FL

Education: High school diploma, AA in Sports Medicine

Years in Service: 10

Marital Status: Married, two children

Mendez was born in Miami, Florida, the son of Cuban immigrant bakery owners. As a child, Mendez idolized his father, following the man as he made long delivery runs throughout the city. The elder Mendez’s strong sense of family values and responsibility were passed on to his son at an early age.

Mendez has been athletic for most of his life. Despite his small size as a boy, Mendez could consistently outrun the other children in his neighborhood. For Mendez’s twelfth birthday, his father bought him a weight set to help his son gain strength and the discipline that often comes with it.

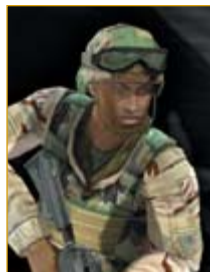
His athleticism continued into high school, where Mendez participated in varsity sports, even becoming a tri-athlete at eighteen. At twenty, Mendez won his first Iron Man race.

At 21, Mendez joined the Army to satiate his desire to see the world beyond Miami, and to extricate himself from the family business—which his younger brother was more than happy to take up.

Mendez married seven years ago to a private. The family has two children, which Mendez spends as much time with as possible, passing along the self-respect and discipline his father taught him. Some of Mendez’s paternal instincts come through during his work with new recruits, which helps ease the rocky transition to Army life.

CPL. ANDRE ELLIS “CRAWDADDY” DEVEREAUX

Automatic Rifleman



Rank: Corporal

Age: 26

Ethnicity: African American

Hometown: Baton Rouge, LA

Education: Two-years college, hotel/restaurant management

Years in Service: 4

Marital Status: Single, engaged
The Devereaux family is able to trace

CHAPTER 2: ROLL CALL

their lineage back to the French colonial era of Louisiana, which helps explain his fervent love for Cajun culture—especially the food.

When Devereaux was eleven, his mother died of cancer, radically changing his typical suburban upbringing. His single father, a real estate agent, raised Devereaux and his younger brother with the help of family.

As a child, Devereaux was less than athletic. The boy was extremely overweight and suffered from asthma and allergies. Despite these problems, Devereaux was a good student in school.

Devereaux was going to college to learn the ropes of resort management in hopes of one day running his own restaurant. However, financial problems within the family forced Devereaux to withdraw from school.

Desiring to continue his education, Devereaux joined the service to help pay for college. An added benefit, of course, was that basic training helped Devereaux get into top physical condition.

It is believed that after he has served his required four years, Devereaux will not opt to re-up, and choose to return to school.

PFC ALEXANDER ISAAC “PHILLY” SILVERMAN



Grenadier

Rank: Private, First Class

Age: 21

Ethnicity: Caucasian

Hometown: Philadelphia, PA

Education: High school, some college

Years in Service: 2

Marital Status: Single

Silverman has been somewhat guarded with details of his childhood. His parents divorced when Silverman was ten. Apparently, his father had been involved in several cases of insurance fraud, which led to conviction and a prison sentence.

Update: Silverman has maintained some contact with his father. Usually, it amounts to little more than a telephone conversation during the holidays.

Silverman’s mother remarried two years later. The stepfather did not get along with Silverman, showing obvious preference for his two sons from a previous marriage.

When Silverman came of age, he joined the service, making no bones about his reasoning: to escape his stepfather.

PVT. ASHER ALI SHEHADI



Rifleman

Rank: Private

Age: 25

Ethnicity: Arab American (Syrian)

Hometown: Burbank, CA

Education: Two years college, law

Years in Service: 2

Marital Status: Single

Shehadi was born in Burbank, California. His father emigrated from Syria to study law at the University of Southern California. Shehadi’s mother is an American citizen of Palestinian descent.

Shehadi is an extremely bright young man. He graduated near the top of his class in high school. Like his father, Shehadi entered law school—but chose to pay his own way. Unfortunately, he had to put his education on hold after the second year when money ran out.

Shehadi joined the service not only to raise funds for his tuition, but also to debunk the overall opinion of American Muslims—which he believes suffered a major setback with the capture of an American Muslim during the military action in Afghanistan in 2002.

Shehadi is proud of his Arab heritage and is a devout Muslim. However, he believes himself to be an American first and, despite some harassment from enlisted men, he serves his country with honor.

Shehadi is particularly useful during this operation in Zekistan. He speaks Farsi reasonably well, which allows him to communicate with native-born Zekis.

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BRAVO TEAM

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SGT. ERIC LEWIS “FUZZ” WILLIAMS

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Team Leader

Rank: Sergeant

Age: 38

Ethnicity: African American

Hometown: New York, NY

Education: AA–Spanish, POST Certified

Years in Service: 15 (active and reserve)

Marital Status: Married, two children

Williams comes from a background of public service. His father was a firefighter, his mother was a nurse.

The young Williams always had grand designs for himself; he wanted to become either a professional football player or an astronaut. However, Williams eventually decided he wanted to go into civil service like his father. Rather than becoming a firefighter (his father’s stories of unfortunate burn victims and fallen firefighters turned him off from the career), Williams decided to join the army after high school.

After serving four years, Williams shifted to reserve. He joined the NYC Police Department and was a street officer for over fifteen years. Williams was near Manhattan when the 9/11 tragedy struck, and spent considerable time helping at the scene.

Williams’ police experience was put to excellent use in Iraq, keeping an eye on urban areas for looters and rioters during the days following Saddam Hussein’s fall.

CPL. MICHAEL FRANCIS “NOVA” PICOLI



Automatic Rifleman

Rank: Corporal

Age: 22

Ethnicity: Caucasian

Hometown: Newark, NJ

Education: High school, some college

Years in Service: 2

Marital Status: Single

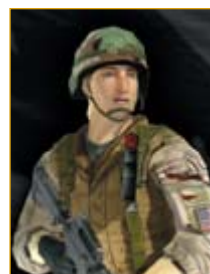
Picoli is the fifth of five children. His four older siblings were all girls.

Picoli’s older sisters used their younger brother for dance practice (their mother is a dance instructor). They also taught him how to cook and sew. Picoli’s father often disagreed with his mother about allowing their daughters to “feminize” his son.

However, Picoli found the experience helpful as a young man when dealing with women. Picoli has a tendency to deal with more than one woman at a time, though.

After high school, Picoli declared an interest in acting and singing. He went to a New Jersey community college to learn his intended craft, but was drawn to the army. Rumor has it that Picoli was drawn more to the recruitment officer on campus that day.

PFC DAVID DANIEL “DELTA BOY” SHIMENSKI



Grenadier

Rank: Private, First Class

Age: 21

Ethnicity: Caucasian

Hometown: Helena, MT

Education: High school

Years in Service: 3

Marital Status: Married

Shimenski was born into a family of public service. His father is a sheriff deputy, and his mother is a county 911 dispatcher. Shimenski’s older brother enrolled at the police academy in Boise, Idaho.

However, Shimenski decided he would buck the family trend of law enforcement and chose to join the military. The signs came early. As a boy, Shimenski was a fan of war movies, played with toy soldiers, and was adept at computer military simulation games. When Shimenski turned 16, he joined the National Rifle Association.

Shimenski’s first choice of service was to join Special Forces and work within the intelligence community, but he fell short of admission requirements to West Point. Unfazed, Shimenski enlisted in the army. His goal was to be a Ranger, but again, his scores kept him out.

Regardless of his perceived failures, Shimenski is a good soldier and a good husband. He married his high school sweetheart just prior to joining boot camp, and hopes that after his service in Zekistan is complete, he can enjoy his long overdue honeymoon.

CHAPTER 2: ROLL CALL

PVT. SAMUEL JAY "GIDGET" OTA



Rifleman

Rank: Private

Age: 20

Ethnicity: Asian American

Hometown: Honolulu, HA

Education: High school

Years in Service: Less than 1

Marital Status: Single

Private Ota is probably too smart for his own good. The middle child of three (older and younger sisters), Ota proved to be something of a discipline problem for his family.

Test scores in school, though, proved that Ota was just restless—he was not being challenged at his level. Ota is also incredibly skilled with computers.

Regardless, Ota graduated from high school with poor grades, which hindered his college prospects. Ota joined the army with the intention of studying computer science, but he proved so adept with the M203 that he was immediately assigned to Infantry.

NOTE

From time to time during the game, you will come under control of a third team, which is always referred to as Charlie. You can issue commands to that team in the exact same manner that you would to Alpha and Bravo Teams.

UNITED STATES ARMY RANGER



The United States Army Rangers' mantra is most telling: "Rangers lead the way!"

The Rangers are perhaps the most elite combat soldiers in the United States military. Not any soldier can become a Ranger. The privilege of serving is only achieved by demonstrating a superior understanding of soldiering and undergoing extreme physical, mental, and emotional stress.

Rangers engage in special operations and lightning strikes—their special skills are vital to the success of this mission in Zekistan. Several Ranger squads are already operating within the borders. Alpha and Bravo Teams occasionally come in contact with these highly-trained, and understandably proud, soldiers.

RANGERS IN HISTORY

The order of the Rangers has roots that trace back as far as 1622, when "Border Rangers" (men that defended the border between England and Scotland) crossed to North America with the early settlers. General George Washington first began referring to soldiers as Rangers during the American Revolution. Perhaps the best-known Ranger during the era was Brigadier General Francis Marion, who helped turn the tide against the merciless British General Cornwallis.

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The Rangers played significant roles in World War II, in both the Pacific and European Theaters. Rangers helped storm the beaches of Normandy on D-Day in 1944, as well as performed a stunning POW prison break behind enemy lines in Cabanatuan in 1945.

Rangers continued to serve their country in the Korean and Vietnam Wars. This proud group of soldiers also served duty in Iran, Grenada, and Panama during the 1980s.

Perhaps the most well known exploits of the Rangers in recent history are the events in Mogadishu, Somalia. While trying to extract a number of terrorist warlord Mohamed Farrah Aidid's top lieutenants, two Black Hawk helicopters were shot down over the city. Ranger teams sent to aid in the operation were now on a rescue mission that resulted in a brutal fifteen-hour firefight in the city streets.

Rangers are currently serving in Afghanistan and Iraq.

BRITISH SPECIAL FORCES



Several nations are participating in the coalition dedicated to overthrowing Al Afad before he orders any more terrorist attacks and continues his plans for genocide. Fighting alongside American soldiers in Zekistan are British Special Forces, the most elite soldiers in Her Majesty's armed services.

ZEKI LIBERATION FRONT

MOHAMMAD JABBOUR AL AFAD



The "Lion of Khyber," so named for his military exploits in Afghanistan, is now the ruling dictator of Zekistan. He accomplished this thanks to his bloody (and successful) efforts to crush opposing warlords and tribal leaders during the Zekistan Civil War, as well as with the help of his Zeki Liberation Front (ZLF).

Al Afad is the primary target of this operation in Zekistan. He is the ace of spades. And he is wanted dead or alive.

Taking Al Afad down, however, will not be an easy task for NATO troops in Zekistan. Even though Al Afad's military strength was heavily weakened by the air strikes that preceded ground action, he still commands a loyal, lethal army of terrorists that have vowed to repel NATO troops.

Expect Al Afad to be surrounded by his loyal Militia Guard, a cadre of elite ZLF troops that vowed to die before allowing harm to come to their great leader.

Should Al Afad be cornered, soldiers are to approach with extreme caution. Not only is it rightfully assumed that the man is well armed, but his alleged CIA training and combat experience has also honed Al Afad into a fierce soldier.

ZLF SOLDIERS

There are no standout stars in Al Afad's ZLF—the only known quantity is Al Afad himself. He commands a merciless group of thugs that terrorize native-born Zekistani citizens. But now their call to duty is to deliver bloodshed on the NATO troops—the infidels—attempting to wrench control away from the "Lion of Khyber" and help put in place a democratic government.

ZLF Militia troops and terrorists have taken to the streets of Zekistan, armed with Soviet-era hardware:

- AK-47
- Dragunov SVD
- Soviet RPG-7
- USSR PKM

CHAPTER 2: ROLL CALL

NOTE

ZLF weaponry, as well as your own, is detailed in the next chapter. Study up on your enemy's firepower now. Always remember the six P's—Previous Proper Practice Promotes Perfect Performance.



Never underestimate the craftiness of these ZLF soldiers. They may not have gone through MOUT (Military Operations in Urban Terrain) training like your squad members, but they have several tactical advantages. Not only do they know these streets better than any overhead recon flight Air Force analyst, but they are already well entrenched in solid defensive positions.

Worse still, there is a frightening lack of self-preservation in Al Afad's thugs. These militiamen have zero regard for human life. Your bravery is always slightly tempered with self-preservation, the will to live to fight another day, but the same does not hold true for these men. Dying for Al Afad and his fundamentalist beliefs, dying while striking a blow against Western civilization—these are the dreams of glory for members of the ZLF.

ZLF MUHJAHIDEEN MILITIA GUARD

Al Afad has drafted his most lethal and elite men into his Muhjahideen Militia Guard—a deadly force that is well-trained in combat. (While information concerning specifics is classified and unconfirmed, it is believed that some of that training is legacy from the CIA's alleged involvement with Al Afad in Afghanistan.) None of Al Afad's thugs should be underestimated, but soldiers are advised to take particular caution when up against the Militia Guard.



The Militia Guard are well-equipped with the strongest firepower in Al Afad's arsenal. Some possess RPGs that can bring down a UH-60A and tear apart a platoon. Most carry a USSR PKM assault rifle—and they know how to use it with deadly accuracy.

When the Militia Guard are spotted in the area, stay particularly "frosty," because if you were surprised by the will to kill of the ZLF militiamen, the brutal tenacity of these Guards will downright shock you. If there was ever a time to shoot first, it's when going up against Al Afad's Militia Guard.

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WEAPONS AND VEHICLES

Good soldiers enter into combat situations with all the intelligence they can get their hands on. Before setting foot on the ground in Zekistan, take a moment to read about the weapons and vehicles currently being used in this operation. Not only should you be intensely familiar with your own weapons, but also the tools of Al Afad's terrorist network.

In addition to full comprehension of the firepower in play, you should also acquaint yourself with the vehicles you will encounter in the field—both NATO support vehicles and the abandoned Soviet tanks and trucks that Al Afad's forces have commandeered.

WEAPONS

The list of weapons is split into three sections: Army Weapons, Training Weapons, and Enemy Weapons. Army Weapons are the weapons that your team uses while on the ground. Training Weapons are non-lethal variations of Army Weapons used in practice exercises. Enemy Weapons are the former Soviet Union-issued weapons used by the ZLF.

NOTE

A full explanation of how to use these weapons in combat can be found in chapter 5, "MOUT".

ARMY WEAPONS

These are the weapons that Alpha and Bravo Teams use while carrying out orders in Zekistan.

M CLASS RIFLE



Assigned To: Rifleman/Team Leader
Role: Standard infantry weapon
Fire Modes: Semi-automatic/3-round burst
Caliber: 5.56mm
Clip size: 30 rounds

Stopping Power: High (semi-auto)/lethal (burst)
Rate of Failure: Low

The M Class Rifle is a lightweight semi-automatic rifle designed by the Army to provide Infantry with a close-quarter-capable weapon that is also able to take down targets at an extended range with acceptable accuracy. The improved design features (many shared with the M16A2 semi-automatic rifle) include a selector lever that switches between semi-automatic and burst mode, the latter providing the soldier with great accuracy without expending too much ammunition.

HISTORY

The M Class Rifle is the replacement of the XM177, a popular weapon that saw widespread use in Vietnam. There was initial resistance to the XM177, as it had a bright muzzle flash that could give away position. Once fitted with a flash suppressor, the XM177 (both in its E1 and E2 variants) was a hard weapon to give up, as it had impressive stopping power—a must in a combat situation where you need to put your target down and keep him there.

M CLASS RIFLE WITH M203 40MM GRENADE LAUNCHER



Assigned To: Grenadier
Role: Anti-light/unarmored vehicles
Fire Modes: Area-effect weapon/cover penetration
Caliber: 40mm
Clip Size: Single-fire (breach loading)
Stopping Power: Lethal (5m kill zone/15m injury zone)
Rate of Failure: Very Low

This upgraded M Class Rifle is equipped with the light-weight M203 grenade launcher. The M203 fires a powerful grenade with stunning accuracy up to 400 meters. The Grenadier must always consider whether or not they are too close to the target, as the discharged grenade has a potent back blast.



CHAPTER 3: WEAPONS AND VEHICLES

The M203 is best used against groupings of enemy soldiers, or to destroy cover. Often, the destruction of cover, such as an automobile, results in the elimination of the target hiding behind it.

HISTORY

The M203 was designed to replace the M79 grenade launcher, which saw widespread use during the Vietnam War.

SQUAD AUTOMATIC WEAPON (SAW) M249 LIGHT MACHINE GUN



Assigned To: Automatic Rifleman

Role: High casualty-producing weapon

Fire Modes: Full auto/cover penetration/cover and suppression fire

Caliber: 5.56mm

Clip Size: 200 rounds

Stopping Power: Lethal

Rate of Failure: Medium

The M249 SAW has long enjoyed a solid reputation for accuracy and reliability. However, most M249s in active use are now a decade old and starting to suffer occasional failures. In the hands of the Automatic Rifleman, the M249 is a lethal gun with incredible stopping power. Not only can the M249 chew through many types of cover, but its ferocity also makes it an excellent option when suppression fire is required.

HISTORY

Belgian gun manufacturer FN Herstal originally designed the M249 in the late 1970s. When the weapon entered production in 1982, the United States Army ordered it in great quantities, and renamed it the M249 SAW.

GRENADES

In addition to the rifles, your team also carries two types of grenades: fragmentation and smoke. Fragmentation grenades deliver area-effect blasts that terminate nearby targets. Smoke grenades are used to provide cover in open environments. These grenades come in limited quantities, so waste not, want not.

TRAINING WEAPONS

While training, your fire team carries non-lethal versions of the M Class Rifle and the SAW M249. These training weapons are identified by blue and red barrels—this way, they are never mistaken during exercises for live weapons.



ENEMY WEAPONS

The Soviet Union left behind a great deal of arms in Zekistan. Unfortunately, the majority of these weapons found their way into the hands of Al Afad's ZLF forces. While all of these weapons are lethal in the right situation, keep a sharp eye out for thugs carrying RPG-7s and Dragunov SVD sniper rifles.

AKM AK-47 KALASHNIKOV



Assigned To: ZLF Forces

Role: Standard infantry weapon

Fire Modes: Semi auto/full auto

Caliber: 7.62mm

Clip Size: 30 rounds

Stopping Power: High

Rate of Failure: Medium

The majority of Al Afad's terrorist thugs carry this all-purpose assault weapon, the AK-47. Despite the age and wear of these weapons, they are still extremely lethal death-dealers, especially in the hands of a trained shooter or a suicidal madman.



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History

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The AK-47 has a reputation for being an incredibly reliable weapon; the brainchild of famous Russian inventor Mikhail Kalashnikov who imagined the assault rifle while recovering in the hospital from World War II combat injuries. It is believed that over 30 million AK-47 rifles are currently in circulation.

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DRAGUNOV SVD

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(SNAYPERSKAYA VINTOVKA DRAGUNOVA)

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Assigned To: ZLF Forces

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Role: Sniper rifle

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Fire Modes: Semi auto

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Caliber: 7.62mm

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Magazine Style: 10 round detachable magazine

Stopping Power: Lethal

Rate of Failure: Medium

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The Dragunov SVD was developed by the Soviets as a sniper rifle, exclusively. When the Soviets abandoned Zekistan, many of these rifles fell into the hands of Al Afad's victorious troops. The SVD is an exceptionally accurate sniper rifle. A head, neck, or chest shot is lethal, making its circulation amongst the ZLF particularly unnerving.

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HISTORY

In 1963, the Dragunov SVD, developed by Yevgenly Dragunov (a colleague of Kalashnikov, the creator of the infamous AK-47), was deployed within the Red Army. It was standard for every infantry squad to have one man trained with the SVD. The weapon was used extensively during the Soviet occupation of Afghanistan, and is still in use with the Soviet army. It has seen service in Chechen conflicts, and is even employed by Russian law enforcement officers.

NSV CREW-SERVE HEAVY MACHINE GUN



Assigned To: ZLF Forces

Role: Mounted heavy machine gun

Fire Modes: Full auto

Caliber: 12.7mm

Magazine Style: 50 round ammo box

Stopping Power: Lethal

Rate of Failure: High

NSV Heavy Machine Gun nests have been set up at various points in Zekistan by Al Afad's troops, expecting the arrival of NATO troops. These stationary guns are extremely effective at tearing apart squads and pinning down teams in unfavorable positions. NSV guns can also be loaded onto vehicles and made mobile, but this lowers the gun's accuracy. NSVs typically require two operators. One is a triggerman, while the other is assigned to loading ammo boxes.

HISTORY

The NSV entered into production in the 1970s, originally intended as a tank-mounted commander's gun. The weapon later found use as an anti-aircraft weapon, as well as a support gun for Russian infantry. The weapon is still used on today's Russian tanks, and is also used by the Finnish army—a former Soviet Union foe.

RPG-7



Assigned To: ZLF Forces

Role: Anti-armor

Fire Modes: Single fire

Caliber: 85mm rocket

Magazine Size: 1 Rocket Propelled Grenade

Stopping Power: Lethal

Rate of Failure: Low

The Soviet Rocket Propelled Grenade (RPG-7) is perhaps one of the most well-dispersed of the abandoned Soviet weapons. It seems that every terrorist has at least a few in their arsenal. The RPG-7 is extremely effective on vehicles, including airborne targets like helicopters. However, the



CHAPTER 3: WEAPONS AND VEHICLES

weapon is useless in close-quarter combat, as not only does it have a powerful back blast, but the grenade will not even arm itself until it has traveled 100 meters. The grenade self-detonates at 500 meters if it has not yet reached a target.

HISTORY

The RPG was originally designed as a tank-buster, but most Americans know the weapon as the anti-aircraft weapon used by warlord Aidid's loyalists in the Battle of Mogadishu, in Somalia, 1993. RPG fire brought down two Black Hawk helicopters, resulting in several American deaths.

USSR PKM (PULEMYOT KALASHNIKOVA)



Assigned To: ZLF Forces

Role: General-purpose machine gun

Fire Modes: Full auto

Caliber: 7.62mm

Magazine Style: Belts of 100, 200, or 250 rounds

Stopping Power: Lethal

Rate of Failure: Medium

The PKM is an improved version of the PK, which was designed in the 1960s as a general-purpose machine gun for the Soviet army. Improvements in the PKM (modified) edition include reduced weight and increased reliability from the frequently malfunctioning PK model. The PKM can be either carried or positioned on a bipod or tripod for increased accuracy.

HISTORY

Kalashnikova developed the original PK machine gun at the same time two other Soviet weapon designers, Grigory Nikitin and Yuri Sokolov, were working on a belt-fed machine gun. Extensive testing of the prototypes of each gun revealed that the PK was not only more reliable, but it was cheaper to produce. Despite the professional setback, Nikitin and Sokolov eventually developed a successful weapon for the Red Army: the NSV heavy machine gun.

VEHICLES

Now that the military action in Zekistan is in the ground phase, NATO troops—especially the Army—has deployed a number of vehicles to provide combat assistance and direct support of Infantry and Rangers.

There are four types of vehicles in use in Zekistan: combat vehicles, air support, ground support, and enemy vehicles. Combat vehicles include American tanks that engage the enemy. Air Support includes helicopters and recon airplanes. Ground support vehicles include medical trucks. Finally, enemy vehicles are those under Al Afad's command.

COMBAT VEHICLES

M3 BRADLEY FIGHTING VEHICLE



The M3 Bradley Fighting Vehicle is primarily used as an armored infantry transport, but the vehicle is also equipped with adequate firepower to destroy enemy transports and tanks. During the operations in Zekistan, the Bradley helps flush out and eliminate enemy positions, thanks to its firepower and imposing presence.

INTERESTING FACT

The Bradley is an amphibious vehicle. Current models use a quick-inflating floating device to cross bodies of water. Top speed? A mere 7.2 mph, but the Bradley's firepower and armor keep it from becoming a sitting duck.

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M1025—ARMORED PERSONNEL CARRIER

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C10 The M1025—Armored Personnel Carrier is designed for durable, off-road activity without significant loss of handling. It is a troop transport, but should the M1025 model find itself in hostile territory, the roof-mounted M2 or M60 machine guns, as well as an optional MK19 grenade launcher, could be used to repel attack.

C13

INTERESTING FACT

C14 Action star and California governor, Arnold Schwarzenegger, helped introduce the Humvee as a general consumer vehicle.

C15

AIR SUPPORT

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AH-64D LONGBOW

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The Apache Helicopter (AH) Longbow is a twin-engine combat helicopter, equipped with advanced Hellfire missiles and a M230 Chain Gun. The Longbow is also fashioned with a revolutionary radar system and will be equipped with a new night vision and targeting system.

INTERESTING FACT

The Longbow has been used in both Operation Anaconda in Afghanistan and Operation Iraqi Freedom. The helicopter will see a continued presence in the region, as Kuwait ordered sixteen Longbows for delivery in 2005.

AH-6J



The AH-6J is the most recent model in the AH-6 line of tactical helicopters. It is customizable with several weapons systems, including M134 “miniguns,” MK19 grenade machine gun, Hellfire missiles, and air-to-air Stinger missiles. These “birds” will also help with recon missions in the air over Zekistan.

E-8C JOINT SURVEILLANCE TARGET ATTACK RADAR SYSTEM (JSTARS)



The E-8C airplane is an airborne battle management and control center used in combat situations to gather intelligence and support ground forces with enemy position and targeting information. The E-8C offers support and intel for Army Infantry.

INTERESTING FACT

The E-8C is a modified version of the Boeing 707 series of commercial airplanes.



CHAPTER 3: WEAPONS AND VEHICLES

UH-60A



The UH-60A is often used to insert troops on the ground in perilous situations, such as the current battle in Zekistan. Up to eleven fully-equipped soldiers can fit in a UH-60A, which is able to drop off and extract the team usually before the enemy is alerted to the helicopter's presence.

Unfortunately, the UH-60A is weak against ground-based rocket fire—its armor is only able to repel rounds up to 23mm.

GROUND SUPPORT

M-923 5-TON TRUCK



The multipurpose M-923 5-ton trucks have been deployed in Zekistan to offer medical support to NATO ground forces. They can be easily identified in the field by the giant red cross on the trailer canopy.

ENEMY VEHICLES

ARMORED TECHNICAL VEHICLE, ZLF MILITIA

Al Afad has gotten his hands on some good ol' Detroit steel, fitting these pickup trucks with armor plating from disabled military vehicles. Many of these trucks have been equipped with HSV machine guns, making them mobile gunner's nests. At least two hits from the M203 should be enough to disable one of these trucks permanently.



SOVIET BMP-1

The BMP-1 (Boevaya Mashina Pekhota) was developed in the 1960s to replace the aging and underperforming BTR-50P tank. This heavily armored attack vehicle can withstand a direct hit from a .50 caliber shell. The BMP-1 is equipped with 73mm short recoil gun—powerful enough to pierce 11.8 inches of armor if fired at zero degrees (parallel with flat ground).



Hopefully, Al Afad does not have many functioning BMP-1 tanks in his possession, as most Infantry teams do not have the firepower to stop one.

RUSSIAN T-72BM

The T-72BM tank was accepted into the Russian Army in 1988, only a few years before the Soviet withdrawal from Zekistan. Hopefully, this short overlap means few of these tanks made it to the region—and even fewer are still functional. The BM variation of the T-72 heavy tank is equipped with a 125mm turret gun and extra armor.



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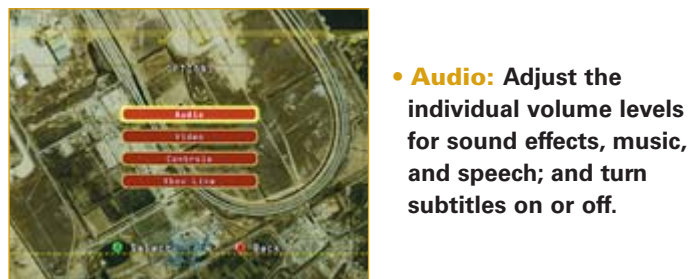


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OPTIONS

Full Spectrum Warrior gives you many options to adjust the game to your personal preferences.



- **Video:** Adjust the brightness of the display. If you are having trouble discerning some of the enemies from the backdrops due to darkness, raise the Gamma level (on Xbox only).
- **Controls:** View the control layout, turn vibration on and off, and adjust the camera axis.
- **Xbox Live:** Set up or select an existing Xbox Live account (on Xbox only).

SAVED REPLAYS

Unique to the PS2 version is the Saved Replays option. This allows you to record every action performed by your squad during a mission. The replay file can then be opened in the *Extra Content* menu. If you've ever used a VCR, then the replay mode should be very familiar. Toggle play and pause by pressing X. Tapping ▲ fast forwards, allowing you to speed through the action. Press ▲ again to return the replay to normal speed. While watching a replay you can join the action at any time by pressing  and selecting *Jump Into Replay*.

PROFILE

So more than one person can play *Full Spectrum Warrior* in your household, you can create multiple in-game profiles from this screen.



When you first begin the game, you need to create a new profile. But when you return to play after turning the console off, you must select your profile from the list before starting the game.

CHAPTER 4: BOOT-UP CAMP

EXTRA CONTENT

As you play *Full Spectrum Warrior*, you will unlock special features, as well as save special replay files to watch your progress through the game.



- **Saved Replays:** Watch replays of your previous missions.
- **Cheat Codes:** Input special codes to unlock hidden features.
- **Bonus Material:** Watch cinema scenes

you have unlocked, as well as special production features created by Pandemic Studios.

- **Content Download** (Xbox only): From time to time the game's creators will make special content, such as extra missions, available for download to Xbox Live subscribers.
- **Credits:** Take a peek at the folks who fought the good fight so you could enjoy this game.

PAUSE MENU

While playing the game, you can pause the action and bring up an in-game menu screen.

From this Pause Menu, you can access several options.



- **Resume Game:** Get back to the fight.
- **Options:** Adjust the audio, video, and control options.
- **My Xbox Live:** Change your Xbox Live settings (on Xbox only).

- **Redeploy:** Disengage from your current mission and select a new mission.
- **Save Replay:** Save the replay of the current mission under a specific name.
- **Retreat:** Quit the game and exit to the Main Menu.

REPLAYS

While playing *Full Spectrum Warrior*, you can record your actions in the battlefield to watch later. When you watch a replay, a time meter appears at the bottom of the screen to show you how far you are into your replay.



At any time while viewing a replay you can take control of the fire teams. Dissatisfied with how you handled the alleys near the refineries? Used all of your M203 grenades before you absolutely needed them

to complete a mission? Watch the replay, wait until the right moment, then take control of the action and change your fate.

ONLINE PLAY

Full Spectrum Warrior features online cooperative play where two players join up to defeat Al Afad's forces. Each player takes control of one of the fire teams in each mission. You must work together to achieve mission goals. Only through cooperation can you hope to turn back Al Afad's thugs and save the people of Zekistan from the "Lion's" tortuous reign.

While playing, use a headset to talk to each other. Keep each other apprised of the current situation. Remember, good intelligence is the key to victory when you are "in-country." For example, if you are running low on ammo and need to head back to a CASEVAC site to restock, let the other player know. Your partner doesn't want to engage the enemy in a firefight without backup from you.

At the end of each mission chapter, we detail several helpful strategies for ensuring success when taking *Full Spectrum Warrior* online.

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“FULL SPECTRUM” WARRIOR

PRIMA OFFICIAL GAME GUIDE



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MOUT 101

Welcome to advanced training, soldier. Before going "in-country" (being inserted into enemy territory), you must do more than understand the basics of urban warfare. You must consider it an art, one that must be practiced to perfection if you have any hope of not only completing your mission successfully, but also living long enough to collect your pension.

Wars are no longer fought on expansive battlefields, such as the beaches of Normandy or the jungles of Vietnam. More soldiers are seeing combat in intense urban environments, such as the streets of Baghdad or the city centers of Kabul.

With this change in war terrain, there had to be a new approach to soldiering, a new mindset for the 21st Century soldier—the Full Spectrum Warrior. It's called MOUT: Military Operations in Urban Terrain. MOUT is used to describe any military action that takes place in a township, city, or heavily populated area, such as Zafarra, where all operations take place in *Full Spectrum Warrior*.

Al Afad's men have promised to take the fight to the streets, engaging NATO forces in dangerous block-by-block fights. City interiors are highly difficult places to conduct modern warfare. Not only must a soldier consider the increase in hiding places (rooftops, alleyways, dumpsters), but he must always consider the presence of civilians. Quick thinking is required. Discerning an enemy combatant from a civilian is pivotal to success on all fronts—the battlefield, as well as less-than-objective media reports back home and abroad.

Because Zafarra is such a dense urban setting—the city planner's office was obviously not consulted often—NATO forces cannot rely on large-scale weapons and vehicles to get the job done. The brunt of the action falls on the backs of ground forces.

Always remember: This is foreign territory, Al Afad's backyard. Keep your eyes peeled for hostile troops (known as "tangos") and your wits about you. Carefully read this section, as it reinforces not just the basics of MOUT, but also provides you with some advanced tactics that may save your life.

BASIC COMMANDS

COMMANDING THE TEAMS

In *Full Spectrum Warrior* you control two fire teams—two groups of four men that must work in tandem to achieve mission objectives. The Army is recruiting armies of one, not one-man armies—cooperation is the only way you can take Zafarra back from Al Afad.

Think of the two fire teams, Alpha and Bravo, as your left and right arms. In order to get the job done, they must work together. One hand may start a task that only the other can finish. Very few situations in the game require the brute strength of a single fire team.

UNDERSTANDING JOBS

Within each team, there are four soldiers, each with a different job. In order for a team to succeed, you must understand the function of each soldier and how they fit into the unit.

- **Team Leader:** Carrying the M4 Carbine, the Team Leader directs the team from location to location, calling all shots within the unit.
- **Automatic Rifleman:** The Automatic Rifleman carries the M249 SAW, the heaviest gun in the team. He fires rounds downfield to protect the team.
- **Rifleman:** Also carrying an M4, the Rifleman shoots where the Team Leader directs, and *only* where the Team Leader directs.
- **Grenadier:** The Grenadier carries the most boom-boom in the team, the M203 grenade launcher.





CHAPTER 5: MOUT

HEADS-UP DISPLAY

The game screen contains several useful meters and icons that help you guide your teams across the city, allowing you to keep an eye on ammunition levels, position, and the integrity of cover.



1. Compass Ribbon: Need to know what direction your team is facing? The Compass Ribbon along the top of the screen is a quick way to tell which direction your Team Leader has instructed the team to look. The direction of your Mission Objective is designated with a blue triangle on the ribbon.

2. Ammunition Level: *Full Spectrum Warrior* does not measure your bullets round by round. Instead, this percentage tells you how much ammo your team has left. Naturally, 100 percent is full. When your team starts getting down to twenty percent, it's time to conserve rounds.

3. Soldier Selector: Each of the four soldiers is assigned to a direction on the controller's D-pad.

D-pad Up: Team Leader (TL)
D-pad Left: Automatic Rifleman (AR)
D-pad Down: Grenadier (G)
D-pad Right: Rifleman (R)

4. Current Team: This tells you which team you currently have control over: Alpha, Bravo, or occasionally, Charlie.

5. Icon Box: Pay close attention to this box while playing, as it tells you the status of your team's position in the field. The Icon Box helps you designate cover positions, corner positions, and other battlefield placement.

BASIC COMMANDS

SWITCHING TEAMS

As you work your way through the dangerous streets of Zafarra, you must constantly switch back and forth between the two fire teams, Alpha and Bravo. To switch between teams at any given moment, press **▲** for PS2 or **Y** for Xbox.

SITUATIONAL AWARENESS

Remember, you are seeing the action in the game as if you were right there with the fire teams. So, in order to see in a particular direction, you must face that way with your Team Leader. With the Team Leader selected, use the right control stick to look around, and press execute when you are pointing the direction you want the team to face.

CAMERA

The right control stick rotates and tilts the camera to ensure situational awareness. Now, remember that the camera is, in essence, the eyes of the currently selected soldier.

ZOOM

You do, however, have a very useful zoom function that allows for closer inspection on specific areas. When you need to take a closer look, for example, at a potential target (is that really an enemy sniper?), zoom in.

MOVING

Your teams will not move a muscle until ordered, so if you want them to take up a new position, you must issue a direct command. Movement orders are set up by the left analog stick.

When ready, a Movement Cursor appears on-screen. It consists of four circles (each one corresponding to a team member) and a rotating cone that allows for easy tracking in the busy environment.



Move the cursor around on-screen with the left control stick. Once the cursor is where you want the team to go, press execute and the team starts hoofing it.



“FULL SPECTRUM” WARRIOR

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C1

“Execute” is the main button you use for issuing commands. Now, if for any reason you want to rescind a command, tap the “cancel order” button. If you are in mid-movement, this stops your men in their tracks.

C2

C3

ICON BOX

C4

You must keep an eye on this box, as it directly correlates with your movement orders. Depending on your destination, different icons appear in this small box that help determine the conditions of your arrival.

C5

C6



Corner Position: This designates that your destination is a protected corner. Corners provide excellent cover, which is extremely important.

C7

C8



Cover Position: This designates that you arrive behind useful cover. Whether or not that cover holds very long depends on the cover object's structural integrity.

C9

Aid: This cross designates that you arrive at either a CASEVAC (Casualty Evacuation Site) or at the site of a fallen soldier that needs help.

C10

C11



C12

C13



Hourglass: The hourglass designates that your team is following an order and a new one cannot be issued unless you cancel the current order.

C14

C15



Deployment Position: Should you wish to stop playing or get killed, your men can redeploy at these positions, marked by this star.

C16

C17

ALWAYS SEEK COVER

C18

The key to survival in *Full Spectrum Warrior* is to move from cover point to cover point. Never leave your team in the open. It result in casualties, and casualties are unacceptable to your commanding officer.

C19

So, as you move down each block or through courtyards, always move from cover to cover. From an old car to behind a sofa—it doesn't matter, as long as you are never in the line of fire.



When you are behind cover, a small shield icon appears over your team. The same is true for enemy troops. If they are covered, a shield icon designates it.

Now, not all cover is created equal. Different types of cover last longer than others. Cars, sandbags, concrete barriers—these are the best and last the longest, absorbing almost all enemy fire.



Lesser cover, like refrigerators, wooden crates, and couches, cannot absorb as much and begins to break down. Keep an eye on your shield icon. As the structural integrity of your cover fails, the shield icon begins to vanish. Once that shield is gone, you are unprotected.



Another great place to seek cover is a corner. Use the Corner Position in the Icon Box to verify that you are indeed moving into a covered, corner position. Corner positions allow great visibility of enemy positions.

CAUTION

Corner positions can be nullified. Bullets slowly eat away at the corner, eventually exposing your team.



CHAPTER 5: MOUT

If you find yourself caught by enemy fire in the open, such as in the middle of moving, quickly press and hold **○** (**Ⓔ** for Xbox) to order your team to seek cover. This scatters your team. It may preserve life, but you can no longer be a cohesive unit until your team leader brings the men back together.

GLOBAL POSITIONING SYSTEM (GPS)

Fortunately, you are not entirely blind to enemy territory. You do have maps of the area, which can be viewed by accessing your GPS unit. To bring up the GPS display, press **R2** (use **RLY** on Xbox).



The GPS screen displays current team positions, mission objectives, identified enemy positions, CASEVAC sites, and deployment positions.

LEGEND:

	Alpha Team		Enemy position
	Bravo Team		CASEVAC site
	Mission objective		Save Point

When you begin a mission, you have no solid intelligence on enemy positions. When an enemy is spotted, though, it is immediately marked with the red triangle on the GPS screen. Should you suspect enemy activity in the area ahead, you can request a fly-over while looking at the GPS.

CAUTION

Intelligence is a very fluid thing. Al Afad's men are always on the move, and the last recorded position of an enemy may not be accurate by the time you commence your attack on the last-known position. The best intel is that which you gather with your own two eyes.

DEPLOYMENT POSITIONS

When you complete one of the objectives in a mission, you can redeploy your men from these positions should one of your teams get cut down, or you need to stop the game.



RADIO

Your Team Leaders have been issued radios. Use the radio if you ever need to reconfirm your mission objective, or if your commanding officer has ordered an update.



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C1

ENGAGING THE ENEMY

C2

Each team member is carrying some pretty impressive firepower. These firearms are put to serious use in the streets of Zafarra, so take 'em off safety.

C3

SHOOTING

C3a

Because this is a hostile area, the members of your team have been ordered to shoot if they find themselves in direct visible danger. The operative word here is "visible," as there are a great deal of unseen opportunities to die if you do not try to actively target the enemy.

C4

C5

C6

C7

CAUTION

C8

Your team members may be ready to automatically fire at a target that directly engages them, such as a ZLF thug that starts moving toward the team without cover, but do not try to coast this way. Remember, your team is always looking in the direction the Team Leader has ordered them to, and if an enemy approaches from the side or rear, your team may not see them until it is too late.

C9

C10

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C12

FIRE CURSOR

C13

When you have acquired a target—marked with a bright red rectangle on your HUD—tap ■ (X on Xbox) to bring up a Fire Cursor. The Fire Cursor is a large orange circle. You shoot any target within the circle when you quickly tap × (A on Xbox).



C14

C15

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C19

FIRING FROM A CORNER POSITION

The Corner Position is your most advantageous position to shoot from. You may not only surprise your enemy, but you are also completely covered if they begin to return fire.



Once behind a corner, bring up the Fire Cursor. Place the cursor over the tango (or ZLF thug), and shoot. Your team fires until the target has been neutralized.

NOTE

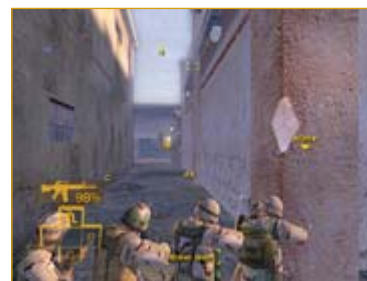
Firing from a covered position is very similar, except you must pop up to fire at an enemy, leaving your soldiers' heads temporarily exposed. Be careful when engaging an enemy from this position.

SUPPRESSION FIRE

When you have engaged a tango, but he is using cover, you can try to keep him pinned by laying down suppression fire, a hail of bullets so thick the enemy refuses to stand up or move anywhere. This is especially useful when:

- An enemy is firmly entrenched behind cover.
- You need to cross an open area and have identified tangos in a specific direction.

To lay down suppression fire, bring up the Fire Cursor, position the circle over the tango, then hold the execute button until you hear the order given for suppression fire. Your men move into position and start unloading their weapons at the target.



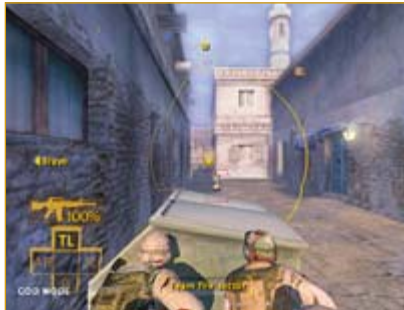
CAUTION

Suppression fire devours your ammo supply. Always keep an eye on your ammo meter on the HUD, and cancel the suppression fire order as soon as the tango has been eliminated so you don't waste any rounds.



CHAPTER 5: MOUT

While the tango is cowering from your storm of bullets, switch teams and move them into position to shoot the target.

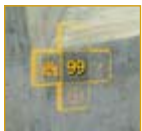


NOTE

Just because the tango is ducking from the suppression fire or corner fire doesn't mean he has closed his eyes. If the tango notices your team is moving into position, he breaks off the engagement and shoots at the moving team.

GRENADES

In addition to rifles, your teams have grenades that are effective in an urban environment, such as Zafarra. However, always bear in mind that in the field, grenades are a precious, limited commodity. Do not waste them if you are unsure of their usefulness in a particular situation. Hold down ■ (ⓧ on Xbox) to call up the grenade menu.



Once the Grenadier is active, you can choose from three types of grenades assigned to the d-pad:

Left—Fragmentation grenade: Produces a powerful kill radius that eliminates a nearby target.

Right—Smoke grenade: Produces a thick cloud of smoke that obscures your team's movement from enemy eyes.

Down—M203: This is the grenade launcher, which projects a grenade at a faraway target, exploding on contact. Best used against vehicles.

FRAGMENTATION "FRAG" GRENADE

Once the frag grenade has been selected, an arc appears on-screen. Use the left stick to manipulate this arc until the far end is touching the area on the target you want to hit. Once you are ready, execute the order.



TIP

You can put those geometry lessons to good use in *Full Spectrum Warrior*. If you do not have a direct shot at a tango, try banking the grenade off a wall. If your calculations are true, the grenade bounces off the surface before detonating and destroys the target.

SMOKE GRENADE

When you have an open area to cross and you are unable to visibly detect tangos, use a smoke grenade to put up a vision-obscuring screen.



Select the smoke grenade from the D-pad and aim the arc at the desired location. Press the execute button to throw it.

Don't just run out as soon as the grenade starts spewing smoke. You need to wait until the maximum amount of smoke has been expelled from the grenade and the wind has created a screen large enough to pass behind safely.



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==FULL SPECTRUM== WARRIOR

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C1

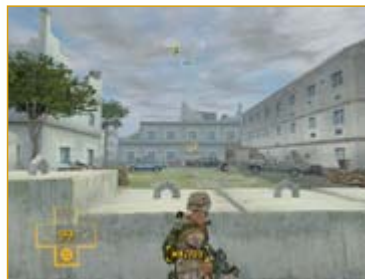
M203 GRENADE LAUNCHER

C2

This is probably the most fun weapon to use in the game, as it is the most effective at eliminating a target. The M203 is able to fire a grenade in a straight line across great distance, neutralizing targets before they can get close enough to fire on your team.

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Select the M203 from the grenade menu and you see a small orange Fire Cursor on-screen. This is how precise the M203 is, so aim well. Fire once the cursor is over your target.

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In addition to eliminating an enemy from far away, the M203 is very effective at killing a tango entrenched behind destructible cover, such as a vehicle. In this example, the grenade blows up the car, shattering the tango's body.



C15

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NOTE

Grenades have a kill radius that does not discriminate. Make sure you throw and launch a grenade far enough from your team so you are not caught in the blast.

ADVANCED TACTICS

Now that you know how to move your teams and shoot at targets, it's time to combine these actions into effective area-clearing maneuvers, as well as learn about your most powerful weapon: the air strike.

BOUNDING

When you know that the path ahead is clear of any tingos—or, at least, any tingos that can shoot at you—you can issue a basic movement order. However, when you do not have complete intel on enemy positions and you have to move, order your team to "bound."

Bounding combines moving and shooting. It is a very controlled movement that spaces out your team members, while directing them to keep their guns trained in a specific direction, often providing cover fire. Should they encounter a tango, the bounding team immediately open fires and eliminates the hostile target.

To order a bound, have the Team Leader place the Movement Cursor on the location the team needs to move toward. Hold the execute button until a Fire Cursor comes up.



Next, position the cursor in the direction you wish to fire should an enemy appear. Press the execute button and the team bounds in that direction.

NOTE

Bounding is the best command to issue when you are crossing an opening, such as an alleyway, but have been unable to identify a tango at the far end from the corner position.



CHAPTER 5: MOUT

AIR STRIKES

Sometimes, the fire teams encounter targets too big to deal with on their own, such as a tank. When heavy artillery is discovered in the field, you can "call down the thunder" by ordering an air strike.

To order an air strike, you must "paint" the target so the helicopter that launches the air attack knows which target needs to be neutralized. To paint the target, access the grenade menu, then press up on the D-pad to select the air strike. A Red Cursor appears on-screen. Move the cursor over the target, once the cursor is green, execute.



WOUNDED

Unfortunately, it can get pretty rough in a combat situation. People get wounded, sometimes to the point they can no longer move on their own. When this happens, you must help out—no one is left behind.

RESCUE

Sometimes, you are ordered to rescue a wounded soldier. To offer aid and assistance, place the Team Leader's Movement Cursor over the body of the wounded man. (When you are on the wounded, the Icon Box displays a cross.)



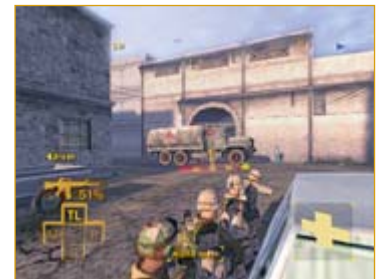
Execute and head for the wounded. One of your men picks up the soldier and slings him over his shoulder. He then carries the man to an area designated by your Team Leader.

NOTE

Carrying a wounded man slows the team down, and you effectively lose one gun. A burden, yes, but a necessary one. Keep in mind the slower pace of your team's movement when issuing orders.

CASEVAC

When an area is secure, CASEVAC trucks are often dispatched. You can spot CASEVAC units in the area with your GPS, or identify them in the field by the large red cross on the side of the truck or on your compass ribbon.



If one of your men is severely wounded, make your way to a CASEVAC truck to receive medical attention. Remember, carrying a wounded man slows down your team.

You can also replenish ammo at CASEVAC trucks, so if you run low on rounds, head for the nearest CASEVAC to stock up.



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C1

CHARLIE TEAM

C2

Sometimes, you encounter other teams in the field that have been cut off from their units. If you need to temporarily take command of one of these teams, they are referred to as Charlie Team. Select Charlie team by pressing and holding ▲ (Y on Xbox). If you want to switch back to Alpha and Bravo while controlling Charlie, just tap the button again.

C3

C4

C5

READY FOR DEPLOYMENT

C6

That's it, soldier, you're ready to head in-country. Just remember these basics while in the field, and you won't have trouble making this mission a success:

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- Movement is always from cover to cover. Never leave a team in the open.
- Use Alpha and Bravo Teams in tandem to ensure safe movement in hostile territory. If a tango is in the area, issue movement orders only when cover fire is provided.
- Always consult your GPS. It is an essential tool in the battlefield that prevents you from getting lost in the labyrinth of city streets and alleys.
- Intel has a short shelf life. Just because a recon flight has spotted an enemy in one position doesn't mean it will still be there minutes later.

- The best intel is information you gather with your own eyes.
- Always use the Icon Box, especially when taking a Corner Position. It prevents you from accidentally overshooting your destination and putting a team member in the open.
- Remember that grenades have a kill radius, so make sure you throw them from an adequate distance.
- As effective as the M203 is, you do not have an unlimited supply of rounds. Make them count.
- Always cancel suppression fire orders when the tango has been neutralized or the other team has moved to a safe location. Conserve ammo.
- When you are low on ammo, consult the GPS for the nearest CASEVAC location to restock.
- Do not get too close to an already-engaged tango your second fire team has been sent to eliminate. If the tango spots you, it breaks off and fires at the second team.
- Remember that different kinds of cover provide different safety windows. A wall of sandbags lasts much longer than an old sofa.
- Don't get fancy. If a simple burst of fire will do, don't use a grenade just because it makes a bigger boom. Let the generals back at the war room worry about theatrics.

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CHAPTER 6: WAR GAMES

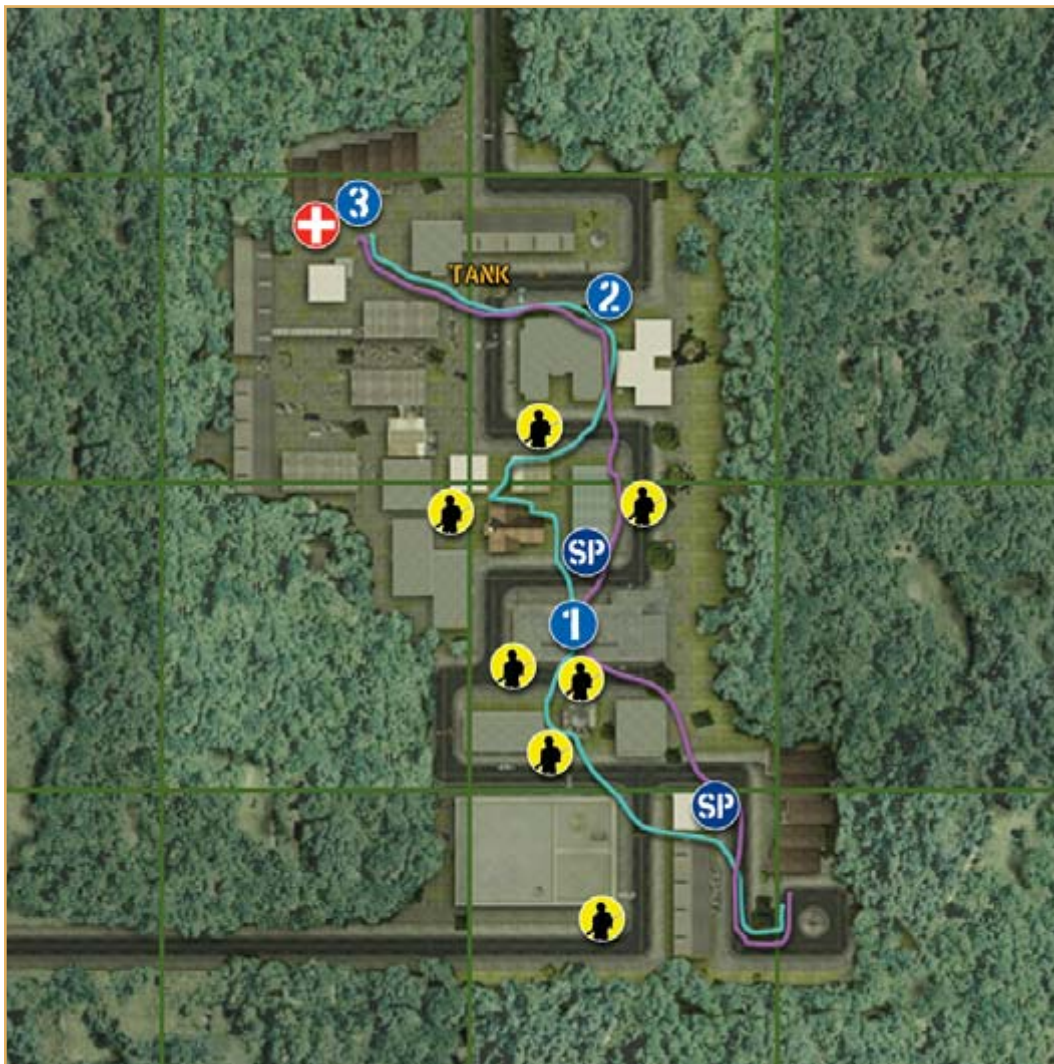
WAR GAMES

TRAINING BRIEFING

Before you can head to Zekistan and start slogging it out with Al Afad and his loyalist thugs, you must complete five basic training courses back home. The first four missions are designed to train you in the controls and concepts of being in the Army, such as using grenades and bounding (all explained in the "MOUT" section), but the final mission, War Games, grants you complete freedom to undertake the operation however you see fit.

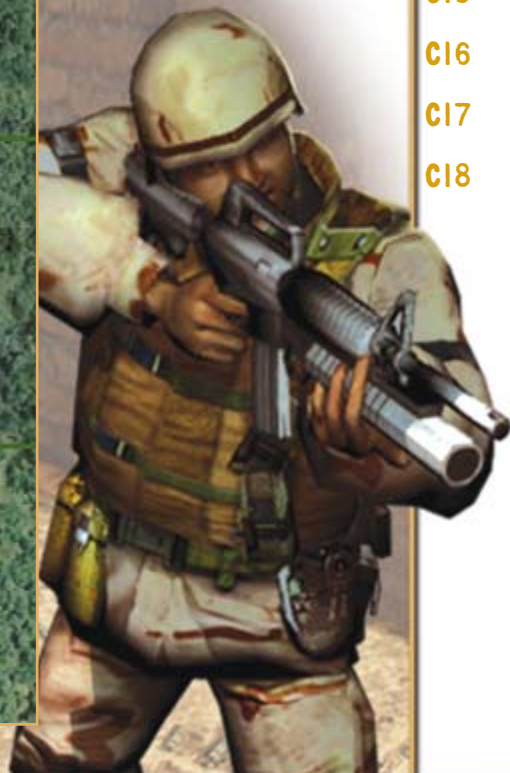
In this last training mission you will learn to assist a team with a wounded man, use a third fire team when they come under your control, and properly call down an air strike.

War Games takes place across the entire training course. You have seen pieces of the course during the initial four training missions. You must push north, through the course, eliminating enemy combatants (portrayed by seasoned Army troops participating in the training). Because this is training, you will be using non-lethal weapons—Miles gear.



LEGEND

- OBJECTIVE
- SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC



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MISSION TACTICS

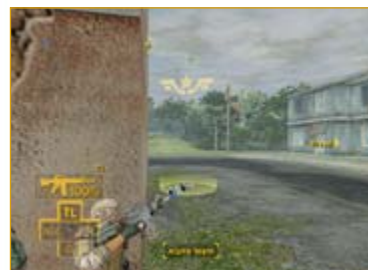
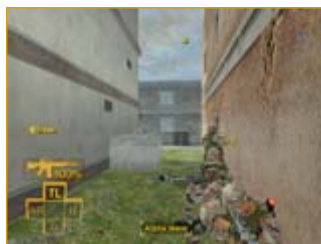
OBJECTIVE 1: RESCUE WOUNDED

There is a fire team stranded in the middle of the training field. One of their men is injured and must be taken to a CASEVAC immediately. The fire teams must head north, striking enemy targets as they move, until they reach the wounded soldier inside a building.

At the onset of the mission, your commanding officer comes over the radio to teach you a few things about intelligence and communication while in the field. He explains how to use the GPS and how to order a recon flight while looking at the GPS.



As you press further into training, your commanding officer tells you that from time to time, while "in-country," you will need to radio in to him. Connect with your commanding officer by pressing **L2** (Ⓜ on Xbox) when the radio on your team leader's back flashes red.



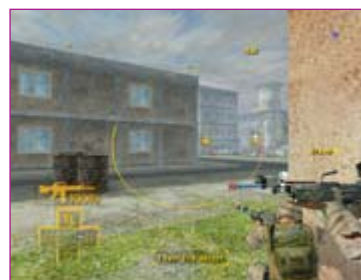
Finally, you are instructed on using save points, also called SitReps (Situation Reports), during missions. If you need to interrupt play or too many of your men get wounded, these save points allow you to pick up from where you left

off the next time you return to the mission, without losing any of your progress.

Alpha Team: The wounded are to the northwest of your position, but three tangers stand between you and them. Head northwest and slip between two buildings to get the drop on one of them.

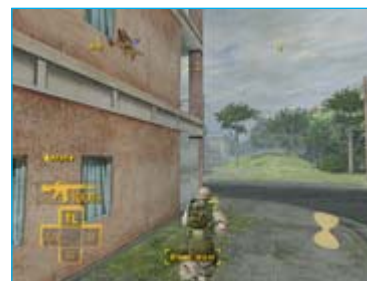


Alpha Team: Take up a position at the southwest corner of this building.



Alpha Team: Draw up a Fire Cursor and zero in on the tango stationed by the old pickup truck to the northwest. Open fire and take down the tango.

Bravo Team: With the first tango eliminated, move to the northeast corner of the building that Alpha is currently using for cover.



Bravo Team: You spot two tangers to the west. Each tango is using a wall as cover.



Bravo Team: To cover your movements, toss two smoke grenades into the street, west of the dumpster.



CHAPTER 6: WAR GAMES

Bravo Team: Wait until the smoke has reached the maximum volume, then run west and take cover behind the dumpster.



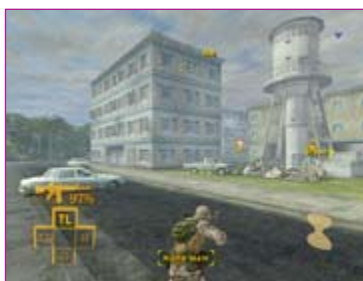
TIP

A good rule of thumb with smoke grenades: Just because you cannot see the tango doesn't mean they cannot see you. Each team has six smoke grenades, so use more than one to guarantee a full screen and safe passage.

Bravo Team: Once you reach the dumpster, draw up a Fire Cursor and lay down suppression fire against the two tangoes to the west. This keeps them cowering behind the walls, allowing Alpha Team to head north and engage from the south.



Alpha Team: Bravo Team has the two tangoes suppressed, so head north across the street and take cover behind the pickup truck.



Alpha Team: From here, you can see the two tangoes that Bravo Team suppresses.

Alpha Team: Draw up a Fire Cursor and nail these tangoes while Bravo Team has them pinned down.



Bravo Team: With the tangoes out of play, cease fire. Next, head northwest and into the building that the tangoes were guarding.

Alpha Team: Catch up with Bravo Team at the building. This is the first objective point in this training mission—the wounded soldier and his team are located here.



Alpha Team: Head over to the wounded man and pick him up. Remember that when escorting a wounded soldier, you lose not only speed, but also a gun. So avoid intense firefights whenever possible.

OBJECTIVE 2: TANK

You have successfully rendezvoused with the wounded and taken on Charlie Team. You must continue north toward the CASEVAC site. However, an enemy tank stands between you and the CASEVAC, so you must get close enough to call in the big guns and eliminate it.

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You now have control over a third team, Charlie Team. You can select Charlie Team by holding down on ▲ (▼ on Xbox).



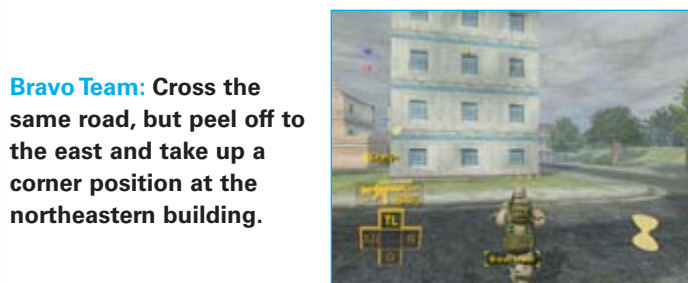
Charlie Team: A tango hides behind rubble northwest of this corner. Lay down suppression fire to keep him pinned.



Alpha Team: Head north, across the next road and take up a corner position at the church to the northwest.



Alpha Team: You are going to flank Charlie Team's tango from the north. Move around the church and take up a corner position at the northwest corner of the church.



Bravo Team: Cross the same road, but peel off to the east and take up a corner position at the northeastern building.



Alpha Team: The tango is still concentrating on Charlie Team's fire, so draw up a Fire Cursor and take him out.



Bravo Team: A tango patrols the north-south street, so position the Fire Cursor over the target and open fire.

Charlie Team: Cross the street and move to the northwest, taking up a corner position at the church on the opposite side from Alpha Team.



NOTE

Be sure to switch back to Charlie Team and cease fire. The team may not have any more tangos to shoot for the rest of the mission, but it is good to get in the habit of preserving ammunition while in the field.

Bravo Team: Move up to the next corner of the building and look to the west.





CHAPTER 6: WAR GAMES

Bravo Team: Another tango waits straight ahead, so draw up a Fire Cursor and eliminate him. This will clear the street so Alpha Team can safely pass.



Alpha Team: Move north to the street. You spy an enemy tank to the north. You cannot destroy the tank by traditional means and cannot attack it head on, either. You must call in an air strike or a mortar attack to eliminate it.

Bravo Team: Two buildings lie due north of your position. Run between them, putting you to the east of the tank.



Bravo Team: Take up a corner position at the northeast corner of the building, allowing your men to look west. You gain a positive visual on the tank.

NOTE

ORDERING AIR STRIKES: PAINTING

Your commanding officer will come over the radio and explain the process of calling in an air strike while in the field. You must "paint" a target so your air support can zero in on the correct coordinates. Access your Air Strike Cursor from the grenade menu by pressing up on the D-pad. This brings up a flashing Red Cursor on the ground. Move the cursor near the target (in this case, the tank). When you are close enough to "paint" the target, the cursor will turn green. Execute the order to strike.



Bravo Team: Follow the instructions for ordering an air strike. When the cursor is green, you have a positive set of coordinates.



Support teams successfully carry out the strike. In training, it's a mortar team, but in the field, it will come from the air.

OBJECTIVE 3: CASEVAC SITE

The tank has been blown, so the coast is now clear to make a dash to the CASEVAC site to the northwest.

Alpha Team: With the tank gone, it is safe to take the wounded to the CASEVAC in the northwest corner of the training course.



Move all three teams to the CASEVAC to complete your final training mission. You are now ready to head to Zekistan and show Al Afad what the Army is made of.



MISSION 1: RURAL

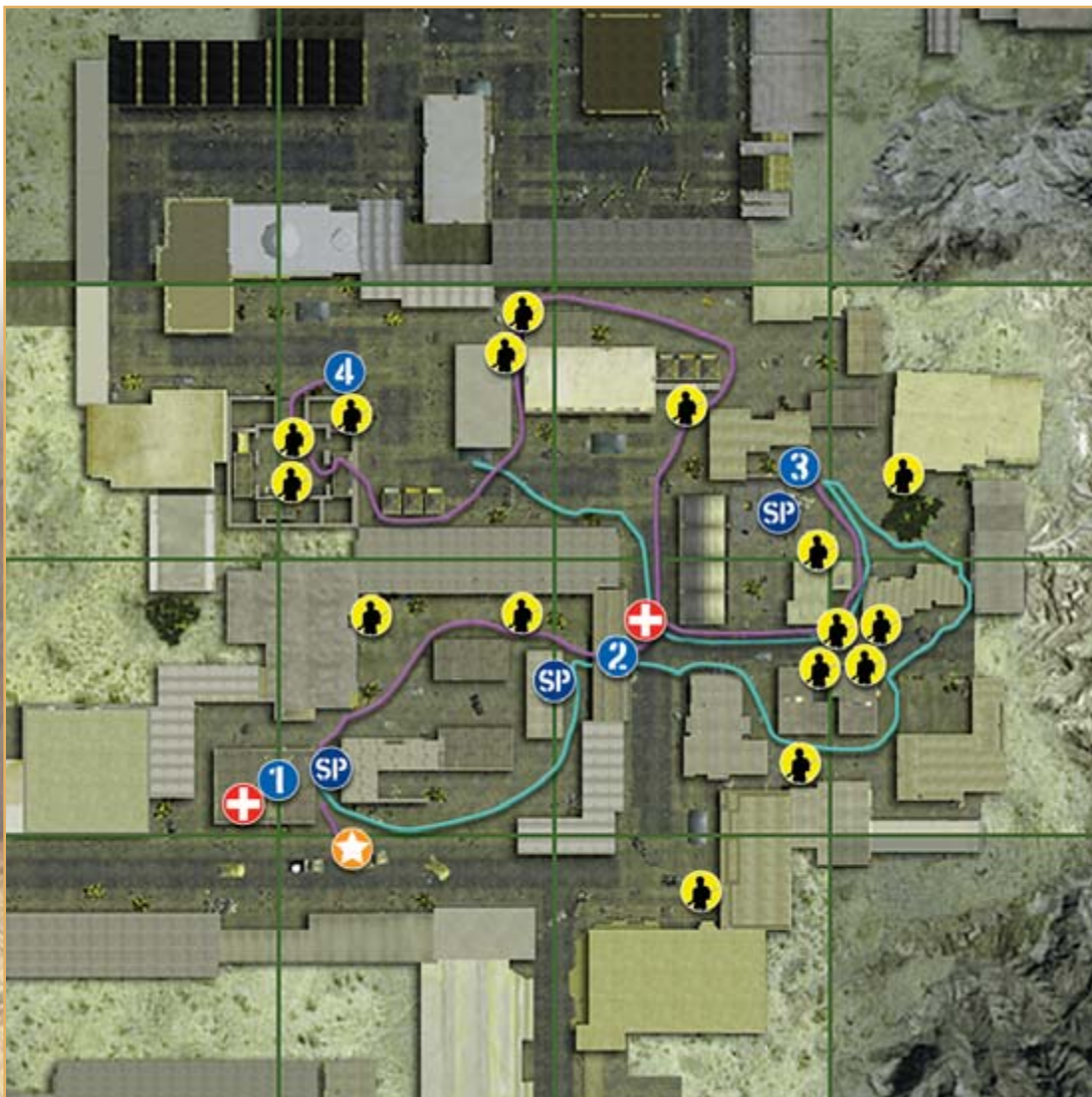
MISSION BRIEFING

The ground phase of the military action is now underway in Zekistan. American and NATO forces are currently patrolling rural and urban areas, searching out stubborn pockets of terrorist resistance while the search for Al Afad commences. Up until now, troop movements have resulted in low casualties. But Al Afad loyalists, fulfilling their promise to take the fight to a brutal street level, have struck.

A convoy patrolling the capital city of Zaffera has come under fire from RPG-carrying Al Afad thugs. The disrupted convoy's position is currently under fire, and there are men that require immediate medical attention. In addition, there are walking wounded pinned down in a tight spot. The Alpha and Bravo teams are ordered to help secure the area and assist in getting the wounded to safety before taking offensive action against a fortified enemy position to the north.

LEGEND

- OBJECTIVE
- SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC
- RESCUE FALLEN SOLDIER





CHAPTER 7: MISSION 1. RURAL

MISSION TACTICS

OBJECTIVE 1: RESCUE PVT. WILSON

Your first objective is to rescue a downed soldier from the compromised convoy. Fortunately, the presence of a Bradley in the street, spraying the area with cover fire, makes things easier. Dart out into the street and retrieve the wounded man.

As the mission begins, you watch the convoy come under fire from Al Afad's men. When the action stops, you gain control of Alpha and Bravo Teams.



The first thing the teams must do is follow their commanding officer inside the nearby building.

NOTE

Each mission objective is marked on your GPS unit. Call up the map to see where you must go next. For example, this first objective is marked on the map with a ▲



Move both Alpha and Bravo Teams into the building and approach the commanding officer in the center of the room.

The officer quickly briefs you concerning the severe damage to the convoy and the presence of Al Afad's terrorists in the area. However, before you can set out to neutralize any thugs, you must rescue Pvt. Wilson. He is lying on the ground, wounded from the convoy ambush.



The area is thick with tangers (enemy troops). Fortunately, the Bradley is laying down serious cover fire. Move one of the teams to the corner of the building, near the street.



Always move from cover to cover. Move the troops into a cover position behind the car, just to the left of the building's street-side exit. Use the Icon Box to verify that your men are indeed covered from hostile fire.



Order the team to duck into the street and surround Pvt. Wilson. Use the Team Leader Movement Cursor to direct the team to Wilson's body on the ground, near the truck. Press the execute button

when the Medic symbol appears in the lower right corner of the screen.

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==FULL SPECTRUM== WARRIOR

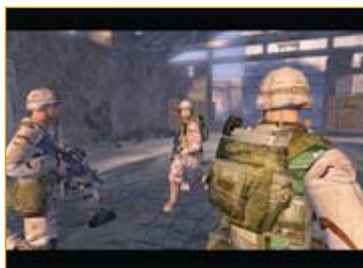
PRIMA OFFICIAL GAME GUIDE



NOTE

When you escort a wounded soldier back to a medical facility, not only do you lose a gun, but you travel only as fast as the soldier carrying the wounded. With the Bradley covering you, this isn't a concern right now, but in heavy fire zones, you must use extra precautions when carrying the wounded. Use the other team to provide cover fire if you have to cross any open areas while burdened with a wounded soldier.

Bring Pvt. Wilson back to the safety of the building where he can receive attention from the Medic. Position the Movement Cursor into the red ring, indicating the correct spot.



Now that you have rescued Wilson and the Bradley helped secure the area, head into hostile territory and hunt the terrorists.

OBJECTIVE 2: INTERCEPT TANGOS

With Pvt. Wilson under the Medic's care, you must now go on the offensive and deal with tangos—without benefit of a Bradley. Your commanding officer instructs you to head east and intercept tangos as they enter the area. You encounter live resistance as you near the checkpoint, so keep your finger on the trigger. Your objective is to hold the area until a Bradley arrives for support.

Activate the GPS to view the next objective marker on the map to the east, on the other side of the compound. No tangos appear on the map, as you have not visibly identified them in the area, but there are two between you and your objective.



Move Alpha and Bravo Teams into position at the deployment point and prepare to enter the compound. The teams must now split up in order to secure the compound.



Bravo Team: Head to the south, into the street. Use the M203 on the tango shooting at you from behind the pickup truck to the southeast.

Alpha Team: Head north into the compound. There is a tango hiding behind a car around the corner, farther north. You can use the crate as cover. Get into a corner position next to the crate.



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CHAPTER 7: MISSION 1. RURAL

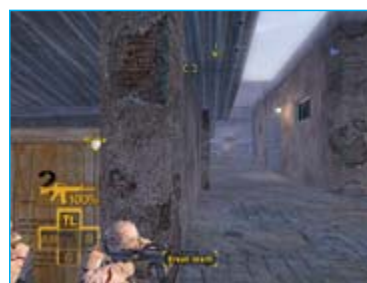
Alpha Team: The tango is using the wrecked car as cover. You cannot shoot him. Instead, use the M203 to blow up the car and kill the terrorist using it as cover.



Alpha Team: Move across the compound, to the east. Practice using cover every step of the way. There is another tango using a dumpster as cover while taking pot shots at Alpha.



Alpha Team: Take cover at the corner of this building. You identify the tango, placing it on your GPS. However, since the tango is covered, you cannot shoot him. Switch to Bravo to flank the tango.



Bravo Team: Head east, down the empty street, and flank the tango from the south.

Alpha Team: Lay down suppression fire to keep the tango covering in his position.



Bravo Team: Creep up the side of the compound and neutralize the tango. Be careful not to get too close, or the tango breaks off his engagement with Alpha and fires at you.



Complete the objective by holding the archway leading to the east. You must take up and hold position here until the Bradley arrives.



Bravo Team: Move into position on the south side of the archway.



Alpha Team: Move into position on the north side of the archway.

There are several tangos in the street to the east of the archway. Move a company behind the rubble and open fire on the tangos. Most of the tangos take cover and open fire, so be sure you take cover behind the rubble to avoid being shot.



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==FULL SPECTRUM== WARRIOR

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Wait behind the debris until the Bradley arrives and sprays the street with bullets, eliminating several of the tangeros.



While the Bradley fires across the street, you must move the two teams into position on opposite corners east of the Bradley—on each side of the street. Do not enter the street yet.

OBJECTIVE THREE: RESCUE RANGERS

A team of Rangers is pinned in the large courtyard to the north. There are wounded in the group—they must have a clear path to safety. Several tangeros are in position in the courtyard, holding the Rangers in place with heavy fire. Your fire teams must infiltrate the courtyard and neutralize the tangeros. Again, this requires splitting up to take the tangeros from each side.



Despite the presence of the Bradley, there are still tangeros at the far end of the street. Don't run blindly into the street—it ends in bloodshed.

Alpha Team: Use the Bradley as cover while crossing the street, to shield you from hostile fire. Don't linger, as the Bradley moves on after a few moments to deal with other targets in the area (you don't need to worry about them yet), leaving you exposed to fire from a dug-in pair of tangeros at the far end of the street.

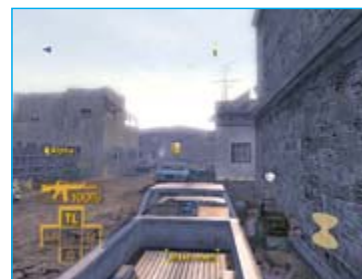


Alpha Team: Bound to the first car in the street.



Alpha Team: Once behind the car—which provides excellent, long-lasting cover—lay down suppression fire toward the tangeros down the street.

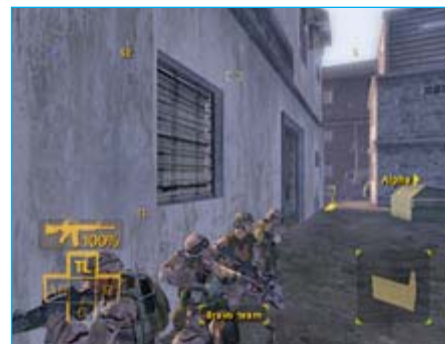
Bravo Team: As soon as Alpha Team starts firing at the tangeros, rush down the street to the first alley on your right. You are going to flank the tangeros from the south.



TIP

To conserve ammo, command Alpha Team to lay off suppression fire as soon as Bravo Team is in the alley.

Bravo Team: Slowly move from corner to corner into the alley. There is a tango hiding around one of the corners.





CHAPTER 7: MISSION 1. RURAL



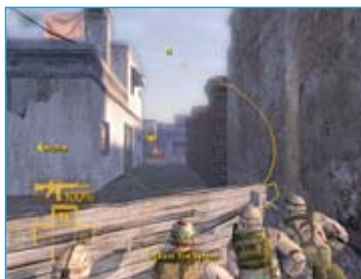
Bravo Team: A civilian rushes into the small open area. Sadly, he is gunned down by the tango while running, but this does reveal the position of the tango up ahead.

Bravo Team: Enter the area, targeting the tango just beyond the next corner. Make sure you shoot the tango in the corner before proceeding.



Bravo Team: The back alley finally turns north. From this corner, you can spot the tango at the end of the street.

Bravo Team: Take refuge behind the overturned wooden table in the alley. Now, bring up the Fire Cursor and open fire on the tango so Alpha Team can safely move up the street.

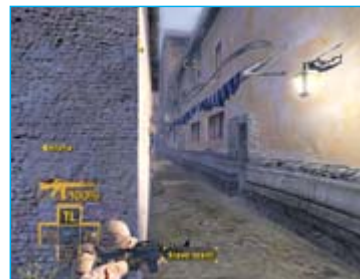


Alpha Team: Using the cars as cover, move up the street.

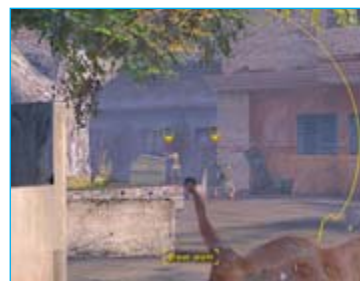
Alpha Team: Take the first alley that heads north and creep up to the corner, using it as cover.



Alpha Team: Beware—there are two tangoes in the courtyard, firing at you from Cover Position. You do not have a clear shot at them, but your movement causes them to fully concentrate on your position.



Bravo Team: Cross the street and head east. Take the alley north at the east end of the street to flank the tangoes from behind.



Bravo Team: Open fire on the tangoes—over the dead cow—to help secure the courtyard. Do not enter the courtyard until the tangoes are down, or they may break off and engage you.

The courtyard is now secure. Approach the Rangers in their north-western position, completing the objective. Some of their men require immediate medical attention, so they fall out of the courtyard after thanking you for the save.



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==FULL SPECTRUM== WARRIOR

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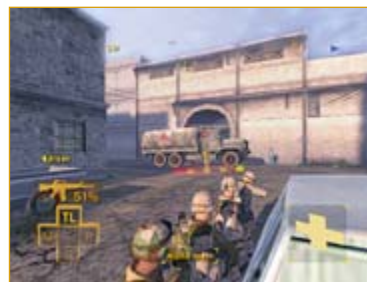


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OBJECTIVE 4: ELIMINATE MACHINE GUNNER

Now that the Rangers can reach medical attention, it is time to finish sweeping the area for Al Afad loyalists. Apparently, there is an NSV machine gun nest to the northwest of your current position causing havoc to mine-sweeping teams that need to enter the area. With the gunner solidly protected by a wall of sandbags, the teams must work in tandem to neutralize the target.

Undoubtedly, Alpha and Bravo Teams need either ammo or medical attention, so head back through the courtyard. A CASEVAC unit is at the end of the street, near your previous mission objective.



Alpha & Bravo Teams: Move back across the courtyard and meet up with the CASEVAC truck.

Now, it's time to start pressing north to take care of the machine-gun nest. The Bradley is now positioned to the north, pinning down a tango.



Bravo Team: Head north. The Bradley provides good cover, but bound anyway, aiming your guns at the tango pinned in the corner.

Bravo Team: Move into a corner position on the right side of the alley snaking to the north. There are two tangos at the end of this alley.

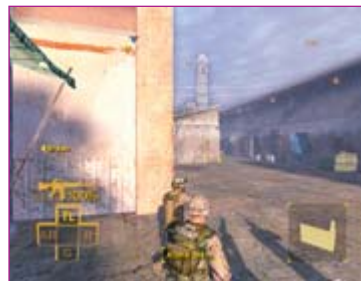


Bravo Team: The tango on the east side of the alley is using the corner as cover, preventing you from shooting him. Fortunately, the other tango is in the open. Dispose of him with a quick spray of bullets.



Alpha Team: To clear the area of tangos before approaching the nest, flank the second tango from the east.

Alpha Team: Move to the northeast to flank the tango.

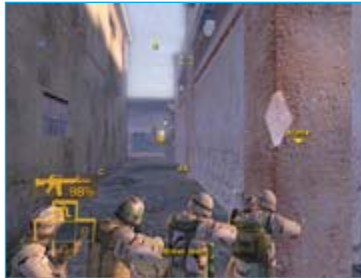


Alpha Team: Use corner positions for safety as you approach the tango.

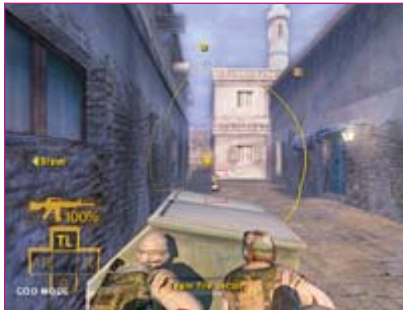


CHAPTER 7: MISSION 1. RURAL

Bravo Team: Lay down suppression fire to keep the tango covering for his life.



Bravo Team: Get into position at the corner of the stables.



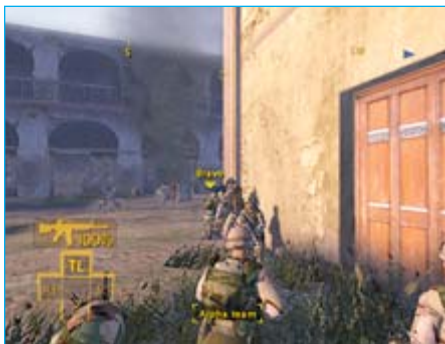
Alpha Team: The tango is on the other side of the dumpster. Pick him off while he ducks from Bravo Team's hail of fire. As soon as the tango is down, tell Bravo Team to cease fire.

Bravo Team: The NSV nest is to the northwest. As soon as you get visual contact, the gunner opens fire. Stay behind the corner. Do not enter the clearing and shoot—the gunner rips your team to shreds. Instead, lay down suppression fire so Alpha Team can maneuver to the west.



NOTE

If you are running low on ammo, retreat to the CASEVAC and restock. No new tangos have entered the area, so the path is free and clear of danger.



Alpha Team: Move south, down the alley, and rejoin Bravo.



Alpha Team: While Bravo has the gunner pinned down and unable to use the NSV, head west into the courtyard. Make for the south wall.



Alpha Team: Rush up the southern side of the merchant stands in the clearing, using them as a barrier between you and nest.

Bravo Team: Move to the west along the stables on the northern wall. They are marked with propaganda posters.

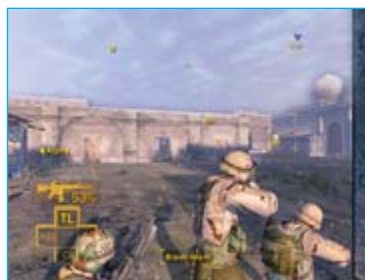


“FULL SPECTRUM” WARRIOR

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Bravo Team: Quickly check your ammo levels. Alpha Team is almost out of harm's way, so continue suppression fire as long as your ammo holds out.

Alpha Team: Press your men against the west wall and ease up to the doorway. The inside looks clear, but it's not. There are two tango inside, hiding behind pillars on the opposite end of the room.



Alpha Team: From the edge of the doorway, command the team to bound in.

Alpha Team: Using one of the pillars as cover, lob a frag grenade between the two tangos. The kill radius eliminates both targets.



Alpha Team: With the building now clear of hostiles, cross to the north door, which spills out onto the street. You are now positioned behind the NSV nest.

Alpha Team: Approach the corner, allowing you to peek around and verify the presence of the machine gunner. Do not step out, or the tango spots you and flee.



Alpha Team: As soon as you ID the tango, open fire. Do not start lobbing grenades unless Bravo still has the tango pinned down with suppression fire. If Bravo has run dry or you gave them the order to stop firing, the

tango bolts from the nest when he sees the grenade touch down. Should the tango run, switch back to Bravo and shoot the exposed target in the corner.

CO-OP BRIEFING

If you are playing *Full Spectrum Warrior* online, you can tackle each mission with another player—each of you controlling one of the two fire teams. With good communication, you can move through this mission much faster than if you play alone.

- Always keep each other apprised of the situation over the headset. You can save a lot of ammo by alerting the team laying down suppression fire the moment you are in position to eliminate a pinned tango.
- Try not to get ahead of each other. The game does not reward what you may perceive as heroics—success comes to those who work together, much like real soldiers.
- If the Bradley that clears out the street at the beginning of Objective Three moves before the team taking the left side of the street is in position, have the team on the right side lay down suppression fire so the team on the left can safely move into position.
- When you approach the NSV nest at the end of this mission, make sure the team laying down suppression fire does not let up until you have cleared the building of both tangos and are in position to eliminate the gunner from the rear.



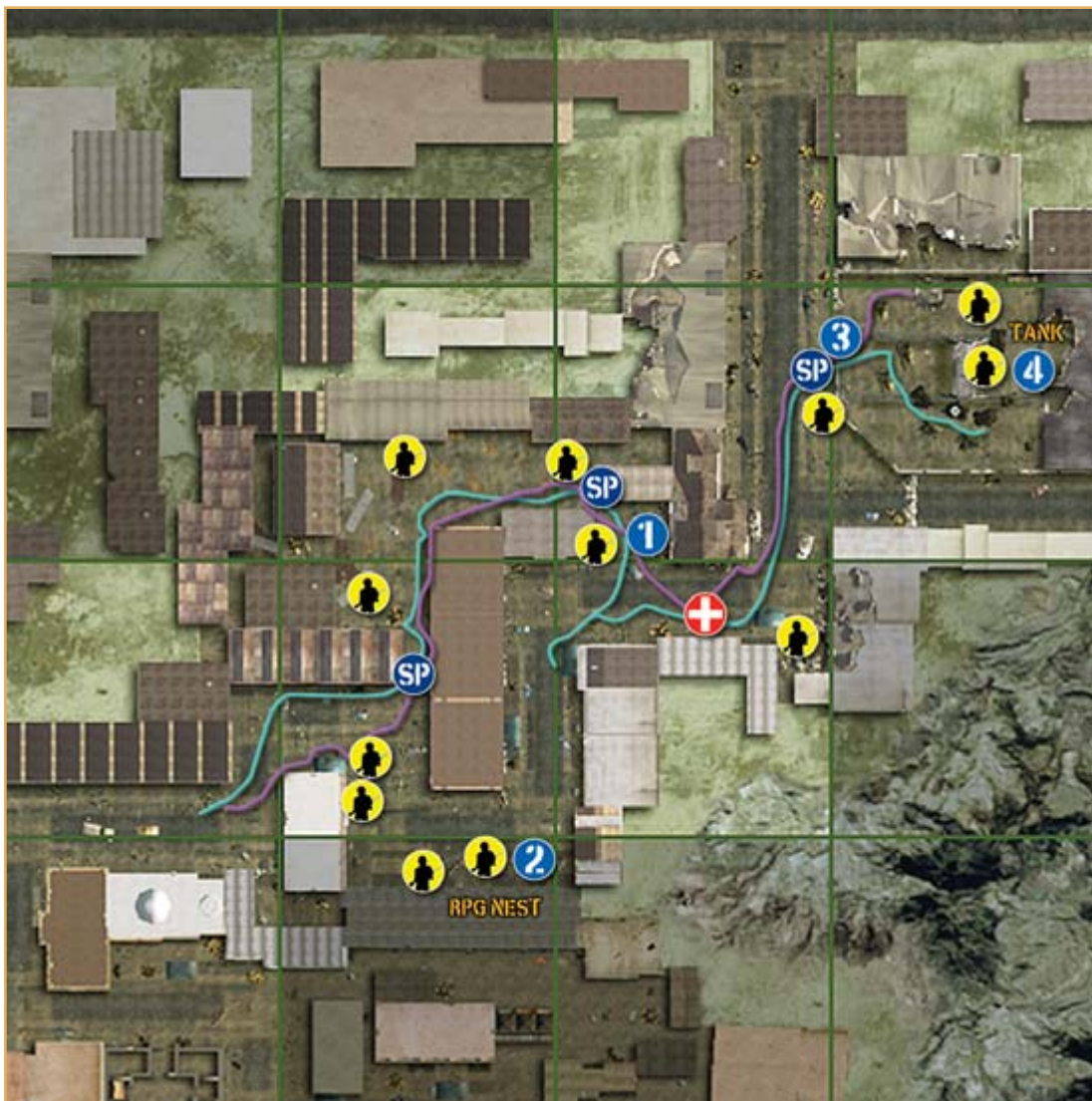
CHAPTER 8: MISSION 2. URBAN

MISSION 2: URBAN

MISSION BRIEFING

Your first maneuvers in the field were a success, proving to Al Afad's terrorist network that NATO forces mean business, even if the fight turns into an ugly, street-by-street situation.

Your second mission in Zaffera begins with more road sweeps—clearing blocks of enemy troops before support vehicles can roll through. There is an immediate need to set up a CASEVAC site to the northeast, but an RPG gunner is choking the route. Get in there and eliminate the RPG gunner and establish the CASEVAC site, which serves as a jumping off point for the final leg of your mission—confirming the existence of an enemy tank and RPG gunner in a tank yard and destroying them.



LEGEND

- OBJECTIVE
- SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC



==FULL SPECTRUM== WARRIOR

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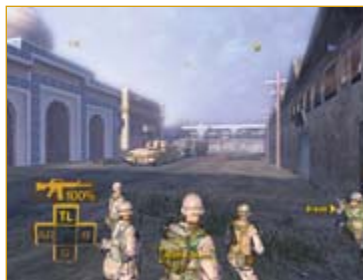
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MISSION TACTICS

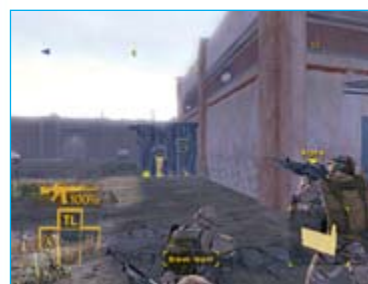
OBJECTIVE 1: FLANK RPG NEST

Because the RPG gunner is dug in, your first objective is to find a route through the city and flank him from his exposed north side. However, before you can reach the RPG gunner, you must contend with a few tingos that have set up shop in the area. Alpha and Bravo Teams must work together to not only neutralize the targets, but always provide safe passage to the other team in this hostile environment.

There is a CASEVAC to the immediate east of your starting position. Move to this safe haven when you run low on ammo rounds or need to get a fallen team member back on his feet.



Alpha Team: The first area you must take is a courtyard to the northeast. Get into a corner position, as there are tingos around here.



Bravo Team: Once Alpha is in place, leapfrog them and set up a corner position at the metal shack plastered with propaganda posters.

NOTE

"Leapfrogging" is when one team jumps to the next cover position, while running behind the other team that is holding down a tango with suppression fire.

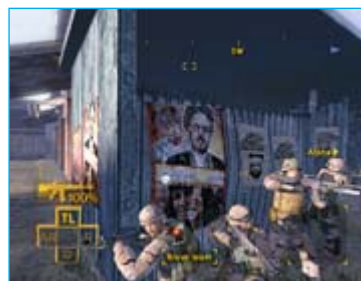
Bravo Team: Order a Fire Cursor on the courtyard to the east. You cannot see them just yet, but two unsuspecting tingos are in the area.



Bravo Team: The tingos step into view. They have not detected your presence, so use this to your advantage. Fire on the tingos from the corner as soon as you spot them so you do not take any hits.



Bravo Team: With the two tingos down, creep up to the corner position where the thugs came from.



TIP

Always pay attention to the Icon Box. Make sure the Corner Position icon is indeed visible. If you place a man too far into the street, there is a good chance he will get shot.

TIP

You can order a recon flight from your GPS to get intel on enemy positions. Just keep in mind that intel is fluid, and by the time you reach an enemy's last known position, he may have relocated.





CHAPTER 8: MISSION 2. URBAN

Bravo Team: By now, your Team Leader has spotted two tingos to the south. Radio in to your commanding officer to receive an update.



Bravo Team: The tango to the east is the RPG gunner. When he spots your position, he fires grenades. Don't worry, they will not strike you in this protected position.



Bravo Team: The greater threat is the tango directly to the south that is holed up behind the car.

Bravo Team: Use the M203 grenade launcher on the car to eliminate the tango. Aim the grenade at the terrorist marked by a red rectangle.



Bravo Team: Because the RPG gunner is still a threat, you must keep him down while you and Alpha Team cross his line of fire. Order suppression fire to keep the RPG gunner in check while you cross to the brick wall to the east.



Alpha Team: Make use of Bravo's suppression fire. While the tango is cowering, dash across the clearing and hug the wall.



Now, with both teams out of the tango's line of fire, proceed north to the save point in the alley.

Alpha Team: Once you save, get ready to engage tingos in the yard to the north, which is littered with wooden crates. It provides plenty of cover. Unfortunately, that means your enemies can use it, too.



Alpha Team: Get into a corner position before heading into the yard.

Alpha Team: Get into a cover position behind the first wooden crate in the yard. Keep your eyes north, as the first tango in the area is hiding behind a metal gate.



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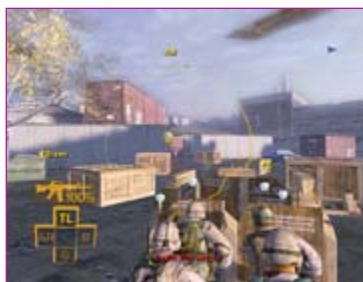
==FULL SPECTRUM== WARRIOR

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Alpha Team: The tango pops out from his shielded position and fires at you. Remember, your cover is only a wooden crate. Bullets devour the crate like termites on steroids, so don't get too comfortable.



Alpha Team: Return fire on the tango. He hides behind a crate, but with all four guns trained on his position, the crate doesn't hold out very long.

NOTE

If you grant the tango here too much clearance, he makes a break for the blue car to the north. If he manages to get behind the car, use the M203 to kill him.



Alpha Team: If you engaged this tango in a lengthy firefight, you may have drawn the attention of a second tango originally positioned in the eastern end of the next yard. This second terrorist takes up position to the far north of your crate.



CAUTION

Firefights, being the noisy things they are, attract attention. If you have intel from your GPS that there are additional tangos in the area, expect them to rush to the aid of their comrades if the firefight goes on any longer than a minute or so.

Alpha Team: If the tango does appear, open fire on his position to the north. Use the M203 if the tango has fortified himself behind cover.



Alpha Team: If the third tango in the area did not respond to your fire, he will still be in position at the far end of the shipping yard to the east.



Alpha Team: Get into a corner position so you can get a good look at the yard. You should be able to make a positive ID on the tango.

Alpha Team: Lay down a steady stream of fire at the tango, eliminating him.





CHAPTER 8: MISSION 2. URBAN

With the tango eliminated, head east to the save point. You are almost to the RPG nest objective.



Alpha Team: Get into a corner position behind the metal structure. From here, you can get a positive identification on the RPG gunner's position.



Once you save your progress, have either team step into the small clearing to the south, marked by the blue diamond on your HUD. Your commanding officer radios you, updating your mission objective.



Alpha Team: Move up to the next corner. The RPG gunner fires, but not at your location. Instead, he volleys grenades at the wall to the west.

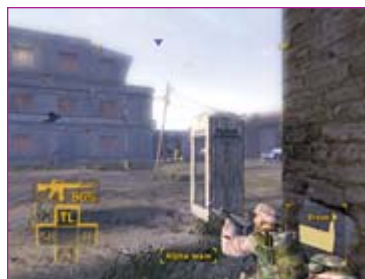
OBJECTIVE 2: ELIMINATE RPG GUNNER

You have successfully flanked the RPG nest, and can now attack from the north—where the gunner has far less solid cover. The RPG gunner is the only tango in this section of the city, but that RPG packs enough power to level the playing field. Move into position, a good distance away from the RPG gunner, and take him out so a Bradley tank and CASEVAC truck can safely enter the street and establish a presence in the area.

Check your GPS for new intelligence. Your mission objective marker has changed, moving directly over the RPG gunner's position.



Alpha Team: Place the Fire Cursor over the RPG gunner's position and let him have it.



Alpha Team: Cross the street to the south. Don't worry about errant tangos; the only target is the RPG gunner.



==FULL SPECTRUM== WARRIOR

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Alpha Team: Once you eliminate the tango, wait for the arrival of a Bradley and a CASEVAC truck.



If your teams need more ammo, or have a wounded man in their ranks, head for the red circle. Once in the circle, your men will automatically restock their rounds.



As soon as the CASEVAC truck rolls past, your teams will automatically head to its site. A British SAS officer, carrying a critically wounded man, comes around the corner. The SAS officer gives you an update on the situation in the tank yard

to the north. He cannot positively confirm the destruction of the armor units (tanks).

OBJECTIVE 3: TANK YARD

Intelligence from the SAS officer is shaky. You cannot possibly continue your push into the city if one of Al Afad's Soviet-era tanks is still operational. Alpha and Bravo Teams must work their way to the entrance of the tank yard, where they will then attempt to get a visual ID on the situation, and report their findings. There is a distinct lack of tango activity in the block ahead, signaling that perhaps there is another source of tangers in the area.



Alpha Team: There are two tangers in the block ahead. With the Bradley laying down a steady stream of cover fire, your best position is directly behind the tank.



Alpha Team: From the Bradley, bound to the metal shack to the east.

Alpha Team: There is a tango in the small alcove to the south. Your approach flushes the tango out of hiding.



Alpha Team: As soon as you spot the tango, the Bradley opens fire and eliminates him.



CHAPTER 8: MISSION 2. URBAN



Alpha Team: There is another tango in the area, so move to the south side of the shack. This will offer cover from any threat to the north.



Bravo Team: Back at the CASEVAC site, move into a cover position behind the rubble along the wall to the north.

Bravo Team: Now, continue to the east and get into a corner position so you have a clear view of the street to the north.



Bravo Team: There is a tango in the street, to the north. As soon as you ID the tango, open fire on his position. Cut him down, then order a cease fire to conserve ammo.

With both tangos eliminated, it is safe to move north.



There is a save point up ahead, directly by the entrance to the tank yard. Get both teams into position, then save your game.

OBJECTIVE 4: IDENTIFY ENEMY TANK/ELIMINATE RPG

Alpha and Bravo are now in position at the entrance of the tank yard. This is where the SAS officers encountered heavy resistance, so keep frosty. Whatever is in there can do the same, or worse, to you.

If there is a functional enemy tank in the yard, the Bradley can take care of it. However, the Bradley will not roll into the area if there is a smaller, mobile threat like an RPG still active.

In order to complete this objective, and consider the mission a success, Alpha and Bravo Teams must enter the yard, identify the active tank, and take out the RPG to the northeast.

Flank the entry to the tank yard. Bravo Team to the south, Alpha Team to the north.



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==FULL SPECTRUM== WARRIOR

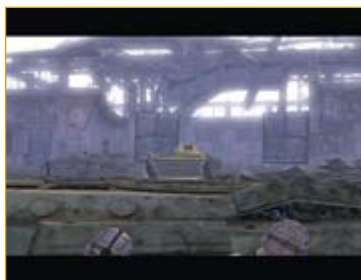
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Alpha Team: Push into the yard. A cutscene will begin, automatically leading your team to cover behind a wrecked tank in the center of the yard.



Alpha and Bravo Teams identify a Soviet BMP tank that survived the previous air strikes and is still fully functional.



Guarding the enemy tank's position is an RPG gunner to the north. The Bradley will not enter the tank yard until this tango has been eliminated. The RPG is dug into an entrenched position. You cannot neutralize him from a

forward position. The teams must work in tandem to nail the RPG. The BMP tank only targets one fire team at a time, so Bravo Team must pop out and distract the BMP while Alpha Team flanks the RPG from the south. It's a dangerous play, but with solid timing, the mission can be completed without casualties.



Bravo Team: Enter the yard and seek cover behind the first tank you see to the east.

Bravo Team: If this does not draw the BMP fire away from Alpha Team, you must run to a corner position to the north.



Alpha Team: Lay down a quick burst of suppression fire at the RPG nest to provide Bravo Team with safe passage. Duck back down as soon as Bravo Team is in the corner.



Bravo Team: The BMP rotates its turret and fires in your direction.

Alpha Team: It's time to make your move, while the BMP is distracted. Move south, and seek cover behind the next disabled tank.



Bravo Team: The BMP is back on Alpha's position, so you must draw fire. Make a run to the closest tank in the yard to distract the RPG and BMP.





CHAPTER 8: MISSION 2. URBAN

CAUTION

Keep an eye on your ammo in this firefight. You do not have the option of backtracking to the CASEVAC site to restock. When the team you are covering makes it to their cover spot, cease fire to conserve rounds.

Alpha Team: With the BMP firing on Bravo Team's new position, head for the next tank as you flank the RPG gunner from the south.



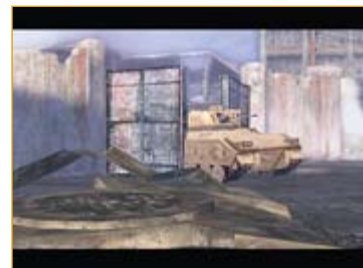
Bravo Team: Alpha Team has made it to the next tank, but the BMP has them pinned down—unable to move into a good firing position against the RPG. Open fire on the BMP and RPG gunner to draw them away from Alpha.



Alpha Team: As soon as the BMP swings away, break for the next tank, which puts you east of the BMP. You have a clear line of fire to the RPG gunner, which is still targeting Bravo Team. Open fire on the gunner, taking him out.



As soon as the RPG has been neutralized, a Bradley bursts into the tank yard. The massive machine volleys three tank-busting shots at the BMP, destroying it and killing the crew. With the area now clear of tangeros, and all armor disabled, the mission ends in success.



CO-OP BRIEFING

This second mission provides more opportunities to practice "leapfrogging," the art of moving two teams from cover position to cover position, laying down alternate streams of fire to keep a tango down and distracted until you take out the enemy target.

- In the first shipping yard full of crates, north of the first save point, you can play a fun game of cat and mouse with the three tangeros. The tangeros will not stay in one cover position for very long, especially with your guns eating up the crates.
- Use your headsets to talk each other through the yard full of crates.
- When contending with the Soviet BMP tank at the end of the level, use good communication and leapfrog safely from cover point to cover point. If you don't cover your other team's back with protective suppression fire as they move, comrades will go down.
- Do not attempt to get close to the RPG gunner next to the enemy tank. He is armed with an AK-47. Just stick with the plan, and leapfrog your way around the tank yard to get a clear shot.



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MISSION 3: STREETS

MISSION BRIEFING

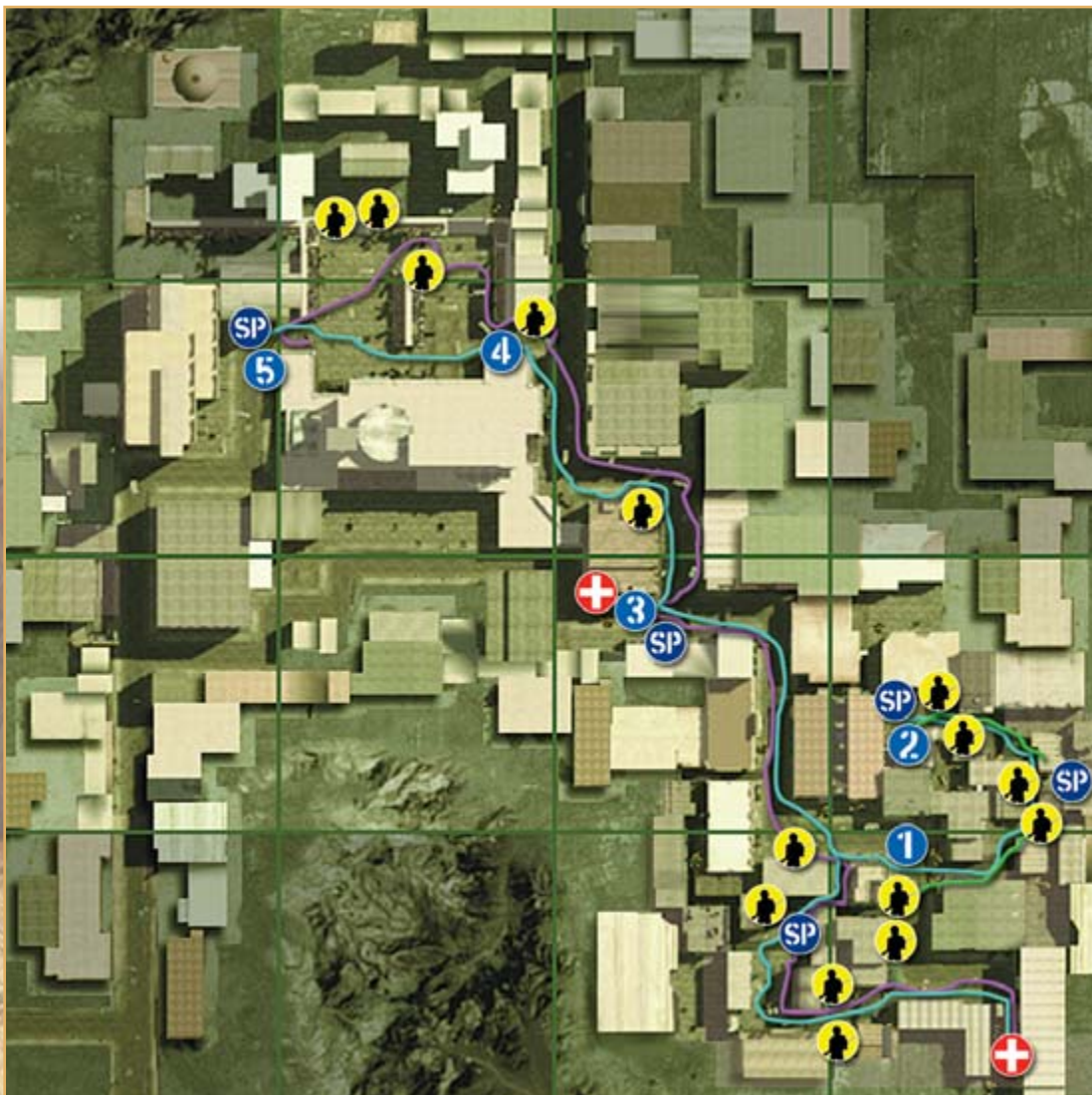
With the Soviet BMP tank a smoldering wreck, your teams have been ordered to patrol and secure the streets leading to the airport. This is a major site that NATO forces need to control in the effort to rid Zekistan of Al Afad.

While street cleaning, you encounter plenty of company. Not all of it is hostile, though. This is the first mission where you must take a third party, a weapons specialist, under your wing, and guide him to his objective (disabling Stinger missiles) before continuing your sweep.

Once the assigned city blocks have been emptied of ZLF militia forces, you must surround a hotel currently sheltering a dangerous team of snipers. Expert Rangers arrive to clean house inside. Snipers that manage to escape the Rangers become targets for your fire teams to take down in the streets.

LEGEND

- OBJECTIVE
- SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CHARLIE TEAM ROUTE
- CASEVAC





CHAPTER 9: MISSION 3. STREETS

MISSION TACTICS

OBJECTIVE 1: STREET CLEANING

Arriving in armored Humvees, your fire teams discover two American soldiers pinned down by a machine gunner's nest. You must assist these men before you can take down tangers on the way to the hotel. Find a way to flank the gunner, and stay alert—there are sure to be other ZLF thugs in the area.

After you receive your mission briefing, verify the position of the CASEVAC site, for reloading ammunition and medical attention.



Alpha Team: Take a corner position to the north, looking to the northwest.

Alpha Team: You immediately see the two American soldiers pinned by the gunner's nest, which is stationed farther up the street to the north. The gunner is laying down heavy fire, and he is not alone.



Another tango is nearby, spraying the street with his AK-47.

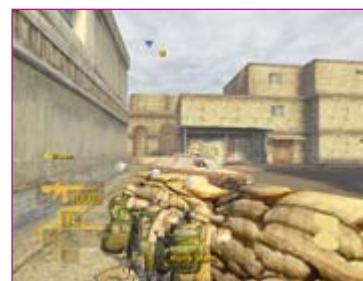


Alpha Team: Since the gunner is currently engaging the two Americans, make a quick dash for cover behind the car to the west.

CAUTION

Do not attempt to fire on the gunner from the car. The two pinned soldiers are between you and the gunner. If you kill one of the soldiers with friendly fire, the mission ends in failure—and a likely court-martial.

Alpha Team: The gunner is still trained on the American soldiers' position, so take cover behind the pile of sandbags nearby. The sandbags give you plenty of cover from the gunner, as long as you keep your heads down.

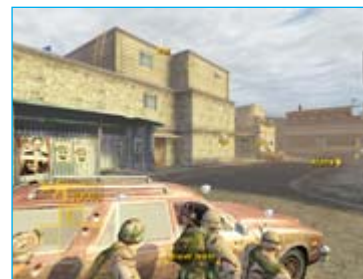


Bravo Team: As soon as Alpha Team is behind the wall of sandbags, take up cover behind the car that Alpha Team just evacuated.

Bravo Team: The gunner has taken notice of your position. Wait until he turns his attention back to the pinned soldiers before joining Alpha Team at the sandbags.



Bravo Team: No time to waste. When the gunner opens fire on the pinned soldiers again, leave your position at the sandbags and take cover behind the next automobile.



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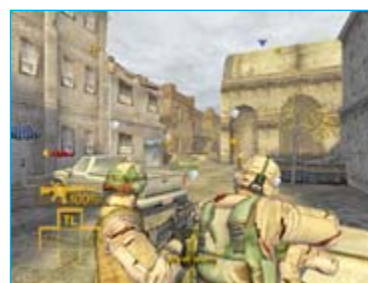
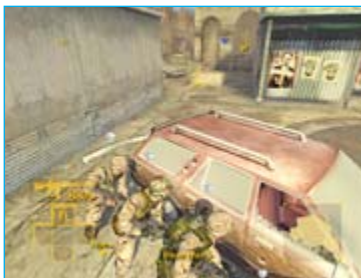
==FULL SPECTRUM== WARRIOR

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Bravo Team: The route to flank the machine gunner is to the west. The area ahead looks clear of tingos, but you can never be too sure. Run into the small courtyard, using the overturned refrigerator as a cover position.

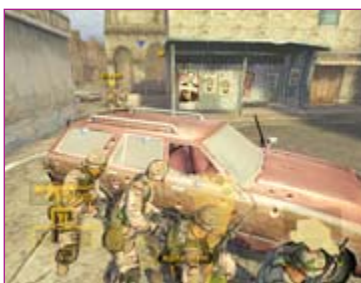


Bravo Team: Sure enough, there are two tingos in the area. The ZLF thugs dart out as soon as you enter the courtyard; shoot them as they run.

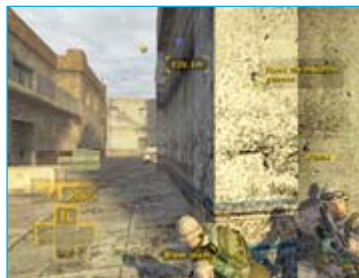


Bravo Team: Should one of the tingos manage to reach cover behind the dumpster, shake him down with a frag grenade.

Alpha Team: With the tingos eliminated to the west, you need to catch up with Bravo Team. When the gunner is back to firing on the two pinned soldiers, make a run to Bravo Team's position.



Alpha Team: Seek cover behind the wrecked pickup truck. The steel provides great protection.



Bravo Team: Take up a corner position to the west, allowing you full view of the road ahead.

Alpha Team: Leave the pickup truck and take cover behind the old, overturned refrigerator in the alley.



Bravo Team: With Alpha safely behind cover, approach the corner directly ahead. Do not step into the small clearing ahead, or your men will be shot. There is a sniper on a rooftop to the north.





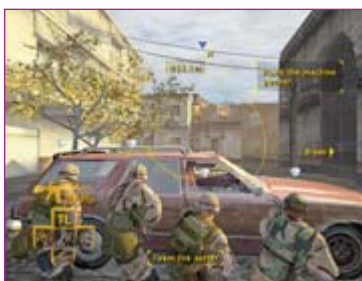
CHAPTER 9: MISSION 3. STREETS

Bravo Team: You cannot shoot the sniper from here, nor should you spend M203 grenades trying to knock him from his perch. Instead, lay down some serious suppression fire to keep him in check.



TIP

M203 grenades are a precious commodity in the field, and you will need them later in this mission. Hold on to them unless you have a "sure thing" in your sights, such as a tango hiding behind a car.



Alpha Team: While the sniper is cowering, take cover behind the red car directly ahead. As soon as you get there, lay down suppression fire at the sniper's position so Bravo Team can move.

CAUTION

Because one of the teams will be running ahead of the firing team, always aim your Fire Cursor well above street level. You do not want to accidentally clip one of your own men in the back.

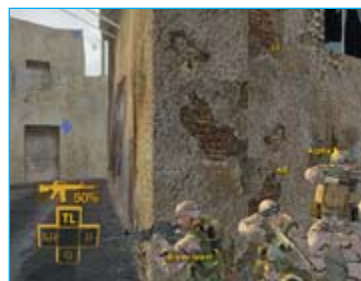
Bravo Team: While Alpha Team is spraying the rooftop, run for cover behind the station wagon. Now, it's your turn again to lay down cover fire for Alpha Team. Take aim at the sniper's position and start suppression.



Alpha Team: You're almost beneath the sniper, where he cannot shoot you. While Bravo Team suppresses, direct your men to a cover position behind the old dumpster.



Bravo Team: With Alpha Team beneath his view, the sniper flees his rooftop position. Have Bravo Team cease fire and use the nearby save point. Your next push is to eliminate the gunner in the street.



Bravo Team: Take up a corner position by the save point, to the northeast.



Bravo Team: Now, head east to the next corner, where you get a visual on a tango at the far end of the alleyway. Open fire on the tango.

Alpha Team: With the tango that you originally saw next to the gunner taken out, you can press ahead. Catch up with Bravo Team.



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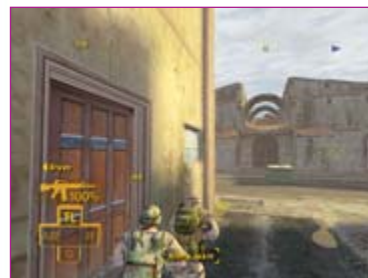
==FULL SPECTRUM== WARRIOR

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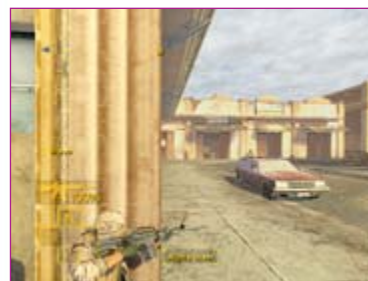


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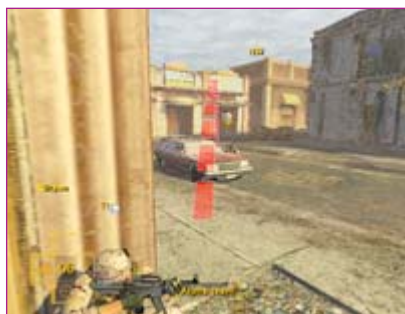
Alpha Team: Take the corner to the north. You'll see a dumpster across the street, letting you know you're in the right place.



Alpha Team: There is a tango in the street, to the north. Take the next corner position to spot the tango.



Alpha Team: The tango sees you and makes a run for cover behind the car, several meters ahead of your position.



Alpha Team: As the tango ducks behind the car, lob a frag grenade to his position and eliminate him.



Alpha Team: Now, nobody stands between you and that gunner. Turn to the east and take up a corner position. The gunner is directly south.

Alpha Team: Engage the gunner. Open fire, causing the gunner to direct his attention to you. This allows the two previously pinned soldiers to rush him from the south and kill him.

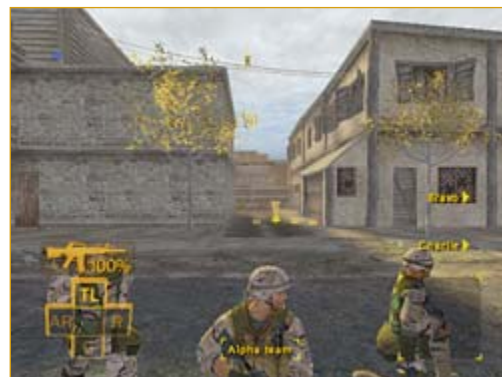


OBJECTIVE 2: DISABLE STINGERS

The two soldiers are grateful for your help with neutralizing the gunner. However, one of them must return to base. He leaves the other soldier in your care—a weapons specialist that has been ordered to locate and disable a cache of Stinger missiles that intel shows is placed in the area.

You must help guide this soldier, now Charlie Team, to the weapons cache so he can complete his task. Alpha and Bravo Teams must flush out any tangoes on the way to the cache. If Charlie Team is hit, the mission is over.

Save your game then take both teams down the east alley.



Alpha Team: Set up a corner position to the northeast, allowing you to view the small alley to the north.



CHAPTER 9: MISSION 3. STREETS



Alpha Team: There are two tingos in the alley here. They open fire on your position. Return fire, nailing them both before proceeding.



Alpha Team: Move from the crate to the northwest corner. If you did not nail the tango behind the crate, you will spot two tingos here. Otherwise, there will only be one.

TIP

Save time by not sending Bravo Team in behind Alpha Team. Once this side mission is complete, Alpha Team will backtrack back to the main street. Why bother moving two teams? Besides, Alpha Team can handle the tingos ahead.

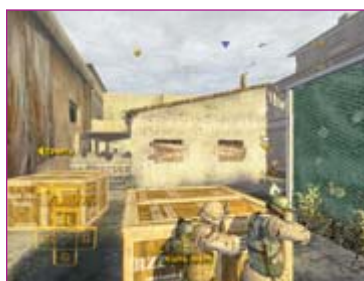


Alpha Team: The tingos in this next area split up. One of the tingos ducks into the alley to the west—you will deal with him soon enough. The other tango seeks cover behind the pushcarts in the center of the small clearing.

Alpha Team: Take up the next corner position, and don't leave any of your men exposed.



Alpha Team: A tango appears on the far side of the wooden crate in the small clearing ahead.



Alpha Team: Bound to a cover spot behind the crate, training your rifles in the direction of the tango. The tango will turn tail and run, but if you are lucky, he will stand just as one of your men is firing, resulting in an easy kill.



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==FULL SPECTRUM== WARRIOR

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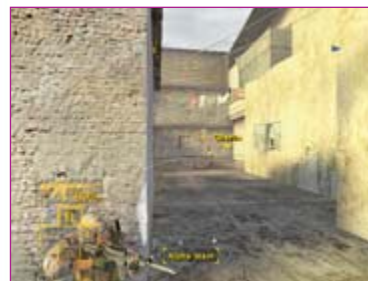
Alpha Team: You have two options here. You can chuck a grenade at the carts and quickly eliminate the tango—but it's probably better to hold on to that grenade. Instead, bound to the wooden table ahead, shooting at the tango's crouched position.



Alpha Team: Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.



Alpha Team: It's time to finish off the other tango. (Remember, this is only if you did not shoot the tango at the wooden crate.) Take up position at the next corner to the southwest.



Alpha Team: The tango is cornered in this dead-end alley. In desperation, he takes cover behind the cast-iron bathtub. The tub provides excellent cover against your rifles—but not a frag grenade.

Alpha Team: Lob a frag grenade at the tango's position. Once the kill has been confirmed, it is safe for Charlie Team to catch up and disable the Stinger missiles.



Charlie Team: Follow the path Alpha Team took down the side streets and alleys, stepping over the broken bodies of the ZLF terrorists.

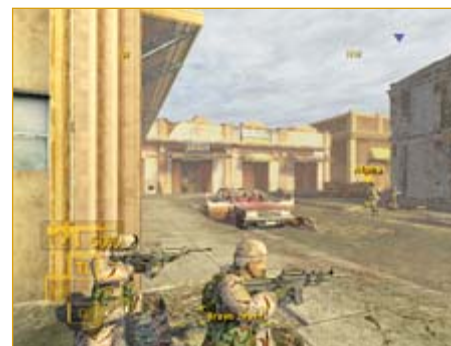
Charlie Team: As soon as you catch up to Alpha Team, head for the crate of Stingers in the alley. Position Charlie Team on the crate to end this part of the mission.



OBJECTIVE 3: MEET AT RENDEZVOUS POINT

Now that the Stingers have been disabled, it's time to meet up with your commanding officer again and dig into the second half of your mission, heading for the sniper-laden hotel to the northwest.

Both teams need to meet up at a rendezvous point, where they will receive orders for their part in the hotel operations. So start sending them in a northwest direction.



Check your GPS for the rendezvous point.

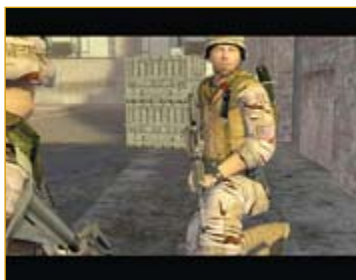


CHAPTER 9: MISSION 3. STREETS

There are no tangos between you and the rendezvous point, so let your weapons hang while your men run down the streets to the objective marker. Fortunately, there is a CASEVAC site at the rendezvous, so you can restock the ammo you spent dealing with the sniper and flushing out tangos.



Send both teams to the red circle marking the CASEVAC site and rendezvous point to receive new orders.



OBJECTIVE 4: HOTEL PUSH

Your commanding officer has ordered your teams to head north. Intel has revealed a hotel overrun by snipers, but before a team of Rangers can be dispatched to infiltrate the inn of infamy, you must clear the surrounding area and parking lot of ZLF presence.

The road leading to the hotel is quiet. There are tangos in the area, but they cannot be seen until you are within shooting range. So, always make use of cover—never leave a man hanging out in the open, or you could turn this mission into a turkey shoot.



Refresh your ammo stocks at the CASEVAC before heading for the hotel.



Alpha Team: You are going to lead the way down the street. Head for the corner and get ready to press forward.

Alpha Team: In the quiet stillness, take cover at the dumpster to the north.



Alpha Team: Just as you settle into your cover spot, a tango at the far north end of the street appears.



Alpha Team: Lay down suppression fire, keeping the tango in one place.

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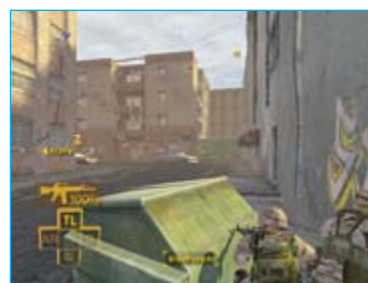
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Bravo Team: While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



Bravo Team: The tango flees as soon as he spots the second team in the street.



Alpha Team: Cease fire—save your rounds for the upcoming firefight. With the tango on the run, leapfrog Bravo Team and head for the corner at the northern end of the street, allowing you to look west.

Alpha Team: The tango is now to the west, flush with the wall, making him hard to hit. Lay down another burst of suppression fire to keep the tango in one spot. You don't want him running again.

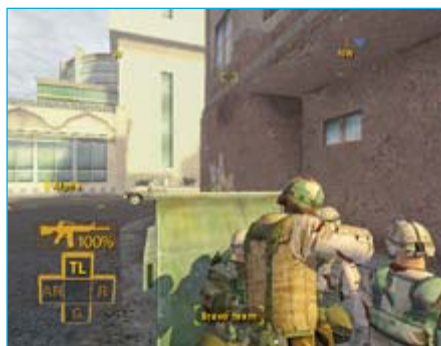


Bravo Team: Head down the street and catch up with Alpha Team. Once there, move behind the rusty old station wagon across the street.



Bravo Team: The jittery tango cannot stand the presence of both teams and makes a break for it. He runs directly into Alpha Team's line of fire and falls in the middle of the street.

Alpha Team: These bursts of suppression fire have taken a toll on your ammo supply, so return to the CASEVAC site and reload. Once you're back to 100 percent, rejoin Bravo Team.



Bravo Team: Ease from the station wagon to the dumpster.

Bravo Team: From the dumpster, make for the corner position. This will provide a visual of the street ahead, leading right up to the hotel and its adjacent parking lot.

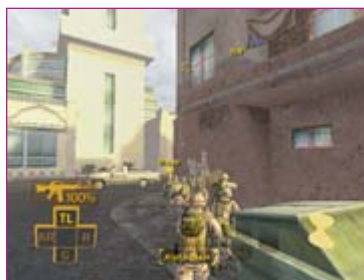


Bravo Team: A tango is all the way down at the corner, near the entrance of the hotel's parking lot. This tango is using a car for cover.





CHAPTER 9: MISSION 3. STREETS



Alpha Team: To get the tango near the parking lot, you and Bravo Team must work together. First, head for the dumpster.

Bravo Team: From the corner position, unleash a solid stream of suppression fire at the tango covering behind the car. This will keep him pinned down.



Alpha Team: While Bravo fires, rush to the pickup truck.

Alpha Team: Now, run from the pickup truck to the planter alongside the hotel's south wall. This causes the tango to flee his covered position. Again, if luck is on your side, he will take a few rounds in the back as he runs.



Bravo Team: End suppression fire. Make a run for the dumpster farther up the street. There are no tingos in the area, so no need to bound.

Alpha Team: Come out from behind the planter and head for the corner the tango was in. Take up position at the corner, giving you cover from the west.



Alpha Team: If the tango escaped your fire, look to the west to see his new position. He will have put some considerable distance between you and him, standing beyond the car. Train a Fire Cursor on him and finish the kill.



NOTE

Sometimes, you need to get a visual confirmation of your kills. It is never a good idea to guess at whether or not you eliminated a tango, especially if you have intel of multiple targets in the area. Chances are, if you are unsure of a kill, you'll get one in the back later on.



Bravo Team: Head into the parking lot and secure the area. Make a run for the station wagon.

==FULL SPECTRUM== WARRIOR

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Bravo Team: Next, get into a corner position beneath the "Parking" sign.



Alpha Team: From the corner, move into the parking lot. Take up a cover position behind the pickup truck in the lot.

Alpha Team: You spot a tango to the north, hiding behind an abandoned car.



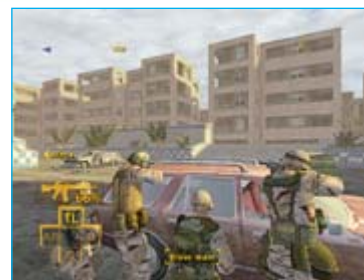
Alpha Team: Bust out the M203 for some fireworks. While the tango hides, target the car and let it fly. The blast kills the tango.



TIP

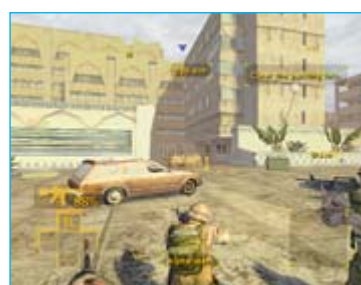
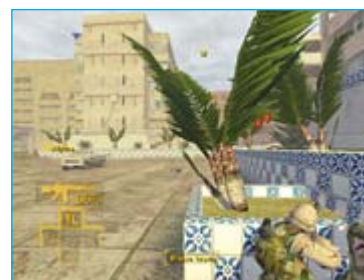
When aiming with the M203, it is essential to position the cursor directly over the tango's hiding spot so the blast will shatter him with full force.

Bravo Team: Your next position is the station wagon in the lot. There are two tangers running behind a wall to the north.



Bravo Team: From the wagon, bound to a corner position against the large white wall and train your rifles on the set of stairs to the northwest.

Bravo Team: From here, bound to the planter to the north, with weapons aimed at the stairs. The tangers appear on the steps. Open fire and eliminate them as they come down the stairs.



Bravo Team: As soon as Bravo Team nails the two tangers on the stairs, move both teams to the objective point in the northwest corner of the parking lot. There are two sandbag bunkers there, which you will put to good use.

OBJECTIVE 5: MOPPING UP

You are now at the base of the hotel, which intel has confirmed is full of unsavory ZLF thugs. A helicopter appears overhead, dropping Rangers into the hotel to eliminate the tangers inside. Within moments, their handiwork sends a tango flying out the side of the hotel.

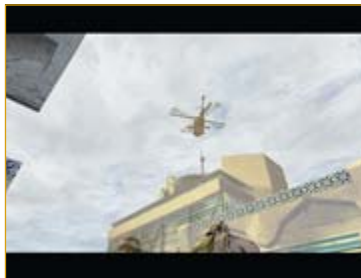


CHAPTER 9: MISSION 3. STREETS

The Rangers cannot take the entire hotel on their own. Some of the terrorists are bound to escape out two entrances: north and west. It is up to your teams to intercept and eliminate the fleeing tangos.

Fortunately, a recon chopper overhead monitors the Ranger operation and alerts you of activity at either entrance. Listen up, because the quicker you respond to the intel, the less danger your men will be in.

The Rangers arrive and start clearing the inside of the hotel.



Alpha Team: Position your team behind the sandbags facing the west entrance.



Bravo Team: Position your team behind the sandbags facing the north entrance. Get ready for action.

TIP

As soon as you have control over your teams, move them into their positions. Don't wait until the tangos start fleeing the hotel or you may lose opportunities for quick kills.



Bravo Team: You spot two tangos running out of the hotel.

Bravo Team: One of the tangos sets up behind the car. The other runs behind the small planter in the middle of the parking lot.



Bravo Team: These tangos are well protected, so you need to use grenades to neutralize them. First, lob a frag grenade at the corner of the car, killing the first tango.



==FULL SPECTRUM== WARRIOR

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Bravo Team: The second tango is too far away to reach with the grenade. You can either use the M203 to kill him, or move into position behind the dumpster and lob another frag grenade at him.

Alpha Team: A single tango darts out the west entrance. He settles into a cover position near the cars to the south.



Alpha Team: Break out the M203 and dispose of the tango with a grenade. Make sure you have your target properly lined up before pulling the trigger, though. This is no time to waste grenades.

Bravo Team: A tango is spotted making a break for it out the north entrance. If your men don't automatically open fire as he walks out the doors, bring up a Fire Cursor and take him down.



Alpha Team: Two tangos try to escape the hotel from your side. Move up to the car just beyond the sandbags and eliminate them before they can escape.



When the recon helo announces there are no more tangos in the area, maneuver the two teams to the rendezvous point to the south.

Your commanding officer is waiting for you by his Humvee. A quick congrats for a job well done, but the fighting in Zaffera is just warming up. Now it's time to take the airport, a key target in the campaign to remove Al Afad from power.



CO-OP BRIEFING

The scenarios in this third mission require rock-solid communication between players if they want to achieve their objectives unscathed.

- Distract the two soldiers pinned in the gunner's nest to make it safely across. At least one team needs to keep an eye on the gunner and alert the other player when it is okay to dash between the cars and sandbags.
- Keep the first sniper in the small courtyard at bay so the teams can duck beneath his position. When you lay down suppression fire to pin the sniper, make sure your Fire Cursor is well above street-level or you risk ending the mission from a friendly fire incident.
- Only one team can navigate the small alley leading to the Stinger missiles. There isn't enough room to leapfrog.
- Suppression fire can easily become a kill shot if the team not firing strategically moves close enough to the targeted tango. Sometimes, the spooked tango darts the wrong way, and runs directly into the oncoming fire.
- When you are cleaning up the tangos fleeing from the hotel at the end of the mission, do not try to dart between entrances. Leave one team covering each entrance. If you are away from an entrance when tangos flee, you give them an opportunity to dig themselves in—or maybe even shoot you in the back.



MISSION 4: AIRPORT

MISSION BRIEFING

The Al Afad International Airport is a key strategic position for NATO forces—it is imperative that the site is cleared of enemy presence. The airport is enormous, covering several city blocks worth of real estate. This means plenty of places for Al Afad’s loyalists to hide and wait for NATO troops to enter the area.

You begin at the outskirts of the airport, approaching it from the north. After clearing out a hangar and some shipping yards, you must push toward the main entrance where NATO forces have encountered heavy resistance. After you help turn back Al Afad’s men at the entrance, there is another situation at the baggage terminal where your presence is needed.

During this mission, you encounter more enemy targets than in any of your previous operations. So be smart with your ammunition, as running out in the middle of a firefight could be lethal. You also need to be especially stingy with your grenades. There are several targets that only grenades can eliminate, so do not waste them unnecessarily.



LEGEND

1

OBJECTIVE

SP

SAVE POINT

ENEMY SOLDIER

ALPHA TEAM ROUTE

BRAVO TEAM ROUTE

CASEVAC



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MISSION TACTICS

OBJECTIVE 1: PUSH TO THE MAIN ENTRANCE

The airport is due south of your starting position. You must infiltrate the nearby hangar to gain access to the airport grounds. Expect to encounter resistance, but if your fire teams work together, you will have little trouble overpowering the enemy and making it to your objective marker.

You begin the mission at an established CASEVAC site to the north of the first hangar. Should you run low on ammo or any of your men get wounded, return here.



Alpha Team: Head south of the CASEVAC site. Hustle to a corner position on the right side of the white container at the mouth of the hangar.

Bravo Team: While Alpha Team is moving into position, take up a corner post southeast of the hangar's entrance.



Bravo Team: When you near the hangar, two tingos come out of hiding. They establish cover positions behind shipping crates.

Alpha Team: Concentrate a spray of suppression fire on the tango directly south of your position. Keep him pinned so Bravo Team can move.



Bravo Team: Order a bound maneuver to the dumpster just ahead. Train your weapons on the nearby tango's position.



Bravo Team: As you press into the hangar, the tango loses his cool and tries to flee. As he runs, your men instinctively shoot him.

NOTE

During this firefight, you may see two tingos on the far side of the hangar, making double-time across an open clearing. If either of the tingos inside the hangar are still alive, ignore the running men. Otherwise, quickly set your Fire Cursor to the south and pick one off.

Alpha Team: Witnessing the death of his comrade, the other tango retreats into the warehouse. Cease fire so you can move into a closer position.





CHAPTER 10: MISSION 4. AIRPORT



Bravo Team: When the tango has taken up his new cover position, lay down suppression fire to keep him pinned down.

Alpha Team: As soon as Bravo Team starts firing, run to the west side of the white containers directly ahead of you. Because you are partially exposed, lay down suppression fire on the tango to keep him from taking pot shots at you.

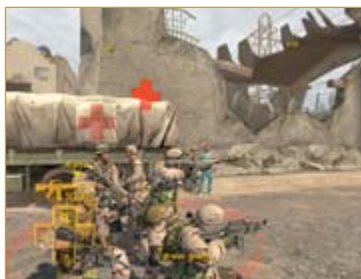


Bravo Team: With Alpha Team now covering the tango, cease fire. Take up a cover position at the blue shipping containers farther south in the hangar.

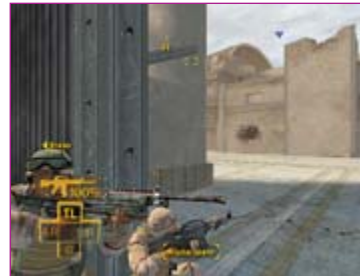


Bravo Team: You are now close enough to eliminate this tango with a frag grenade. Pull the pin and let it fly.

As soon as the second tango has been eliminated, have both fire teams return to the CASEVAC site and restock their ammo. They will need all the rounds they can carry for the upcoming fight.



Once the teams are back to 100 percent ammo, send them back through the hangar.

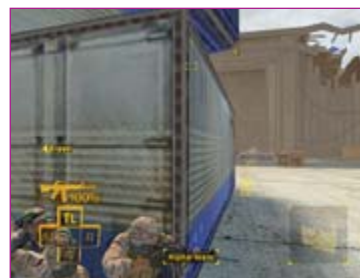


Alpha Team: Take up a safe corner position to the southeast.



Alpha Team: As soon as you confirm zero enemy activity, move up to the next corner. From here, you can see a wall of shipping containers to the east.

Alpha Team: There is a small "pocket" in the middle of the shipping containers, just big enough for your men to find cover. Send them over. As they settle in, a tango pokes his head around the corner. Seeing your team, he retreats to the north.



Alpha Team: Move from the pocket to the corner so you can get a visual on the clearing to the north.

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Alpha Team: You will spot the tango taking up position behind a truck.



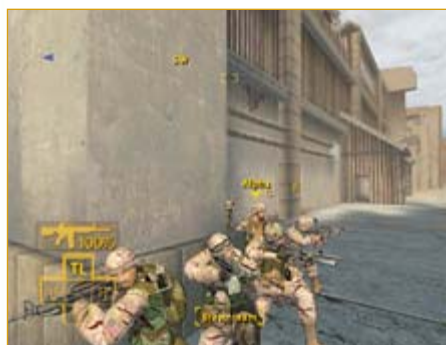
Alpha Team: Use the M203 grenade launcher to destroy the truck, killing the tango. Make sure your target is within the M203's Fire Cursor.

Now that this area has been cleared of Al Afad's thugs, send both teams to the southeast corner of the shipping yard, toward the next area.



TIP

Do not overshoot the entrance to the next area. There is a tango just beyond that will nail your men while they're running.



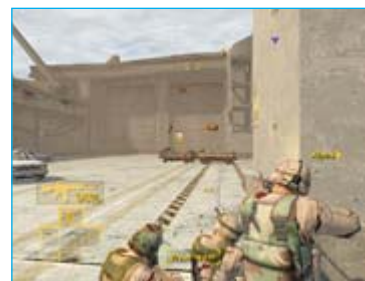
Position both teams at this corner before heading into the next area.

Bravo Team: Creep to the next corner so you can view the entire area to the south.



Bravo Team: You spot a tango hiding behind a baggage cart to the south.

Bravo Team: As soon as you see the tango, lay down suppression fire on his position. The ferocity of your fire tears the bags to shreds, leaving him exposed for a kill shot.



NOTE

Should the tango survive this hail of fire by hiding behind the second truck, he will duck into the hangar when Alpha Team moves in. You can then corner the tango inside the hangar.



Alpha Team: Once Bravo Team has neutralized the tango, move from the corner to the pickup truck. Verify that there are no additional tangos in the immediate area.



CHAPTER 10: MISSION 4. AIRPORT



There is a save point in the back of the hanger to the west.

After saving your progress, send both fire teams south to the next corner, on the other side of the baggage cart.



Bravo Team: Move up to the next corner. You spot a tango to the southwest. He ducks behind a corner, so lay down suppression fire to keep him there.

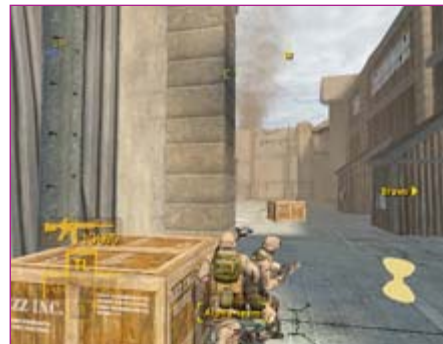
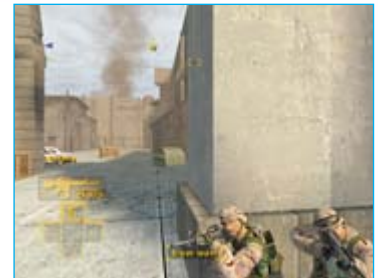
Alpha Team: With Bravo Team pinning the tango, move up to the wooden crate in the small passageway. The tango falls back.



CAUTION

This is a tight passage. Be careful not to put Alpha Team between the tango and Bravo Team, or they will be cut down by friendly fire.

Bravo Team: As soon as the tango flees, cease fire to conserve rounds.

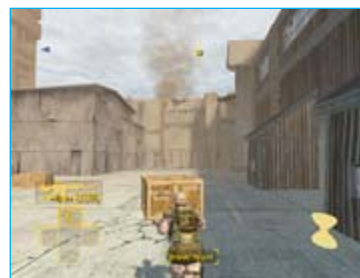


Alpha Team: Sidle up to the next corner, allowing you a full view to the southwest.

Alpha Team: The tango falls back to a cover position behind a stack of crates. There is another tango here, also taking cover behind the crates. Get closer to eliminate these targets.



Alpha Team: Lay down suppression fire on the crates, keeping the two tangeros in check.



Bravo Team: While Alpha Team suppresses, bound to the wooden crate to the west, training your weapons to the south.

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Bravo Team: When you are in position, rain suppression fire on the two tingos so Alpha Team can move closer.

Alpha Team: With the tingos covering, move up to the wooden crate.



Alpha Team: You can take both of these tingos out with a well-placed frag grenade. Arc the grenade between them and make the throw.



Bravo Team: With both tingos down, cease fire.

TIP

If either team's ammo count is below 70 percent, backtrack through the airport to the first CASEVAC site. You will need full stocks to deal with the situation at the airport's main gate.



Now that these two tingos have been neutralized, it is time to push on to the airport's main entrance to the south. There are no tingos left in this area, so have the teams run southeast.



The teams must pass through the metal gates to the east to access the main entrance.



Keep hustling around the corner, passing the planters, and into a westbound passage.

NOTE

Look at the mural on the northern wall of this passage. That's the mug of the man who brought you here, Al Afad. Hopefully, the next time you see those beady eyes, it will be through your rifle's sights.



Bravo Team: Move ahead of Alpha Team to the next corner, allowing a look south.





CHAPTER 10: MISSION 4. AIRPORT

Bravo Team: There is a lone tango standing in the clear here. Draw up a Fire Cursor and punish him for not finding cover.



Bravo Team: Rush up ahead to the concrete barriers. This will give your team a full view of the airport's main entrance, fulfilling this objective.

OBJECTIVE 2: ELIMINATE RPGS

Judging from the wrecked Bradley near the airport's gates, there's trouble afoot. Two RPG gunners are stationed at the entrance with deadly aim. Your commanding officer orders you to help secure the area by neutralizing the gunners.



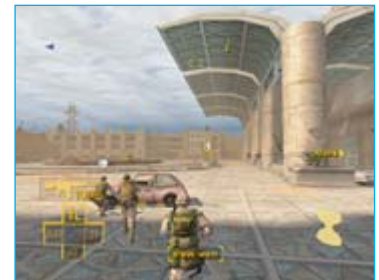
Alpha Team: Catch up to Bravo Team at the concrete barriers. Take a cover position at the west barrier.

Alpha Team: Another gunner waits at the far opposite side of the airport entrance. Both teams must work in tandem to keep this gunner busy so they can work their way east to the two RPG gunners' positions.



Alpha Team: Lay down suppression fire toward the nest.

Bravo Team: With the gunner ducking from Alpha Team's suppression fire, rush to a cover position behind the red car to the south.



Bravo Team: Once you are safely behind the car, direct suppression fire at the gunner so Alpha Team can move into a better position.

Alpha Team: Cease fire. Now, leapfrog Bravo Team's position at the small red car and take cover behind the police car to the east.



Alpha Team: As soon as you are behind the police car, use suppression fire against the gunner's nest.

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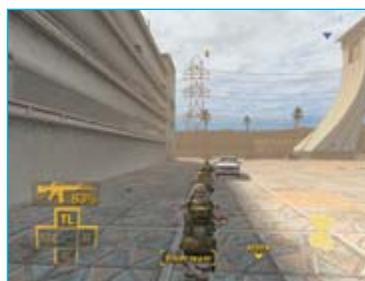
==FULL SPECTRUM== WARRIOR

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TIP

Always remember to order a cease fire as soon as the other team begins laying down suppression fire to conserve bullets. Double suppression does not offer any more cover than a single team's fire.



Bravo Team: Now, leapfrog Alpha Team—firing from the police car—to the pickup truck to the east toward the two-gunner nest.



Bravo Team: The two RPG gunners spot you closing in on their position, so they make a break for cover. NATO forces spot the RPG gunners abandoning the entrance and send a Bradley into the area to gun them down as they run.

OBJECTIVE 3: PAINT THE TANK

Unfortunately, the Bradley falls into a trap. Al Afad's forces have a tank stationed in the area, just out of view. As soon as the Bradley nails the RPG gunners, the enemy tank destroys the Bradley.

Your commanding officer radios in—they are not making that mistake again. He needs the teams to push farther into the airport's grand entrance and "paint" the tank's position so air support can swoop down and eliminate the monster.

This is a dangerous run. Not only do you have the RPG gunner spraying the entrance with fire from the south, but the tank is also trained on your position. You must switch back and forth between teams, distracting the tank, until one team is close enough to mark the tank.

Bravo Team: Lay down suppression fire on the gunner's nest so Alpha Team can move through the entrance.



Alpha Team: Leapfrog Bravo Team and settle into cover at the red car.

Alpha Team: The tank is unable to spot your position, so you still have a window of opportunity to move again. Break for the palm tree planter to the south.



Alpha Team: You can push your luck a little more. Run to the giant stone base of the entrance arch. From here, the tank can see you, but not touch you.



Bravo Team: Cease fire immediately. The tank is distracted, so make a run for the palm tree planter to the south.



CHAPTER 10: MISSION 4. AIRPORT



Bravo Team: If the tank is still pointed at Alpha Team, take cover behind the concrete barrier surrounding the rotunda.

Bravo Team: You're almost close enough to paint the tank. Bound to the south, with your weapons trained on the gunner's nest.



Bravo Team: Settle at the corner of the concrete barrier. As soon as you're there, duck down.



Bravo Team: From this position, you can order the air strike. Bring up the cursor and position it next to the tank.

NOTE

The Air Strike Cursor turns green when you are close enough to the target for a successful "painting."

When the tank is marked, a helicopter descends over the entrance and pounds the tanks with missiles. As soon as the tank is cratered, a Bradley enters the area and shoots the fleeing RPG gunner to the south.



OBJECTIVE 4: EXCESS BAGGAGE

The battle for the airport isn't over just yet. There is a pocket of resistance to the west, at the baggage terminal. A small group of hardcore AI Afad loyalists are entrenched, and before the airport operation can be considered a success, you must get in there and help root them out.

TIP

If you have only used the M203 and grenades when we recommended them, you will have enough left to make this final push a lot easier.

Use the CASEVAC site to restock your ammunition and heal any wounded men before heading west to the baggage terminal.



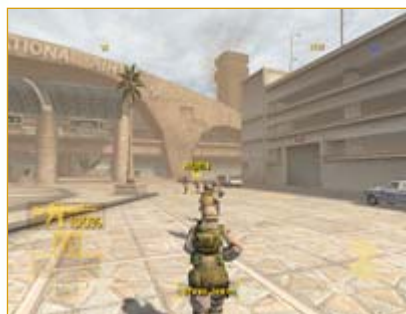
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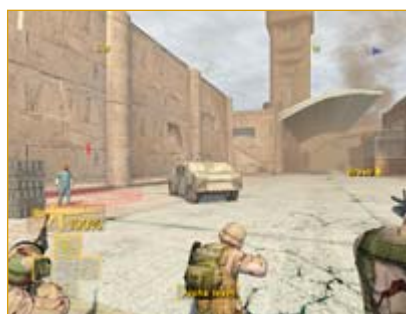
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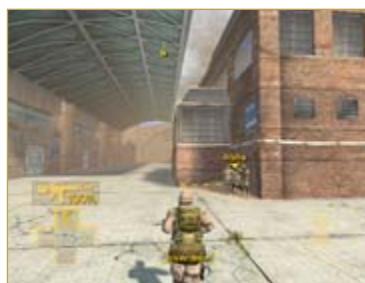
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Backtrack across the airport entrance area, beyond the passage with the mural.



Move around the metal gates and head west. There is another CASEVAC site here in the clearing.



After stocking up on ammo, head west to the series of three small buildings on the north side of the street.



Bravo Team: Take a corner position at the first alley that looks north. There is a tango at the end of the alley.



Bravo Team: Eliminate the tango so Alpha Team can move past the alley.



Alpha Team: Leapfrog Bravo Team and settle into a corner position at the next alley.



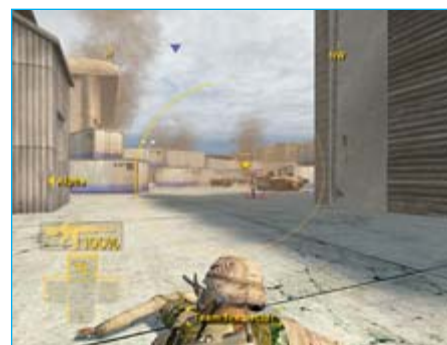
Alpha Team: There is a tango to the north, at the end of the narrow alley. He is covered, so lay down suppression fire to keep him stationary.



Bravo Team: Head north down the alley and around the backside of the building.



Bravo Team: Flank the tango from the east and neutralize him.



Bravo Team: Turn your attention to the northwest. There is another tango out there. Shoot the tango where he stands.



CHAPTER 10: MISSION 4. AIRPORT

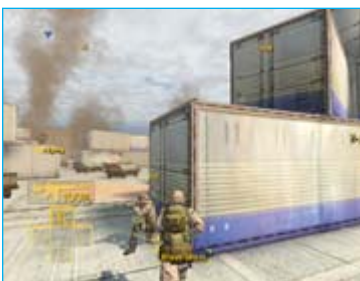


Bravo Team: Position your men at the corner to the northwest. Judging from the destruction, the airport was hit hard by air strikes.



Alpha Team: Move to the west, around the third building and take up a corner position at the blue shipping containers across the street.

Alpha Team: Access your GPS and use your recon flight. The intel the chopper reports back to you is invaluable. There are multiple targets in the area.



Bravo Team: Hustle over to the wrecked Bradley, then move to the next corner.



Bravo Team: There is a tango to the northwest, behind a giant pile of rubble. Lay down some suppression fire to keep him immobile so Alpha Team can perform a couple of maneuvers.



Alpha Team: With Bravo Team pinning the tango, creep to the next corner of the containers to the west.



Alpha Team: Immediately, an NSV machine-gun nest opens fire on your shielded position. The gunner is located on the second story of the huge building to the south.



Alpha Team: Eliminate the NSV nest with the M203.



Alpha Team: Now you are safe to move to the containers to the north.



Alpha Team: You are close enough to lob a frag grenade at the tango Bravo Team has pinned down. Carefully aim as close to the tango as you can get so he is caught in the blast radius.

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Bravo Team: Cease fire. Holding down that tango ate up a lot of your ammunition, so return to the CASEVAC site and restock.



Bravo Team: Once you have restocked your ammo, return to Alpha Team's position and take cover by the carts.



Bravo Team: From the carts, move to the corner of the nearby containers.



Bravo Team: Next, move from the containers to the crate. The area ahead looks quiet right now, but tangos lie in wait.



Alpha Team: Catch up to Bravo Team by moving to the carts to the southwest.

TIP

The piles of rubble and debris caused by the air strikes make excellent cover for your men. Unfortunately, they also do the same for tangos.



Alpha Team: Bound to the white truck, keeping your Fire Cursor trained to the west.



Alpha Team: A tango darts into view. He has a head start, though, and makes it to cover behind a cart.

Alpha Team: Toss a frag grenade behind the cart to eliminate the tango.

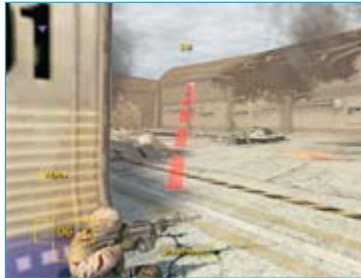


Before heading south, into the last phase of this engagement, use the nearby save point.

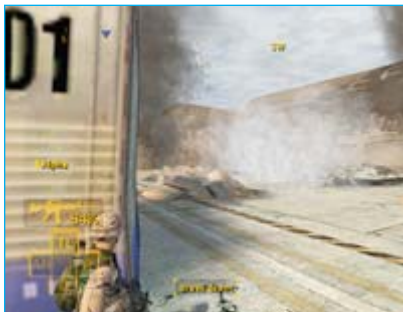


CHAPTER 10: MISSION 4. AIRPORT

Bravo Team: Move to the containers. There are two more tingos in the debris-filled area to the south. Lob a smoke grenade into the clearing ahead to create cover.



Bravo Team: Bound to the middle pile of rubble. Keep your fire directed at the tango's position.



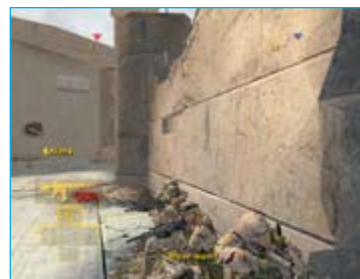
Bravo Team: Wait for the smoke to reach maximum volume. Then, move to the pile of rubble to the west.



Bravo Team: When you are close enough, use a frag grenade to kill the tango.



Bravo Team: The mission is almost complete. There is one last group of tingos to the south, currently engaged by American soldiers. Move to the large wall to the south. There is a break in the wall to the west.



Bravo Team: Take the east corner of the break in the wall.

TIP

If you are running low on ammo and are either too far away from the CASEVAC site or currently engaged with tingos, use a smoke grenade in place of suppression fire.

Bravo Team: Use suppression fire to hold the tingos in place behind their piles.



Alpha Team: Leapfrog Bravo Team and move to the debris east of Bravo Team. The tango in the center attempts to run, but gets cut down in the crossfire.

Alpha Team: Have your men set up a corner position on the west side of the break.



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There are two tangeros crouched behind a crate against the southern wall. The American soldiers have them pinned.

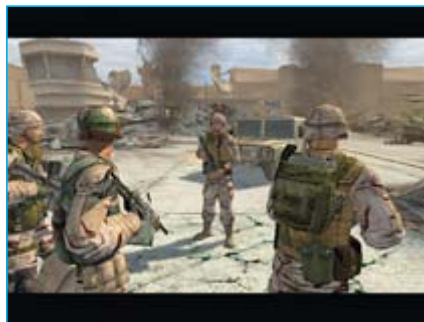


Bravo Team: You should still have M203 rounds remaining, so line up the Fire Cursor and rip into them with a grenade.



Alpha Team: A third tango appears in the southeast corner. Move in and use suppression fire against his position.

Once the third and final tango is taken out, your commanding officer arrives in his Humvee. He congratulates your teams on a job well done, but is sorry to report that there were NATO casualties during the airport raid. Intel has now put Al Afad at his palace, so the next big push in Zafarra is to the royal home.



CO-OP BRIEFING

The airport raid moves along at a much greater clip with two people controlling the fire teams. You do not need to worry about switching back and forth to lay down and later cease suppression fire, and you have two sets of eyes on the battlefield.

- Keep each other apprised of the number of grenades you have in reserve. Grenades are especially useful in this mission, so make sure you have a consensus about when and where to throw them.
- When the ZLF enemy tank arrives at the airport entrance, keep an eye on the direction of the tank's gun. Always confirm with your teammate when the gun switches to the other team's position—that way, nobody is surprised.
- Use smoke grenades to lay down cover if you are running low on ammunition.
- If you find yourself at the final confrontation at the baggage terminal with grenades to spare, by all means, use them. Your supply is replenished with each mission.



CHAPTER 11: MISSION 5. PALACE GATES

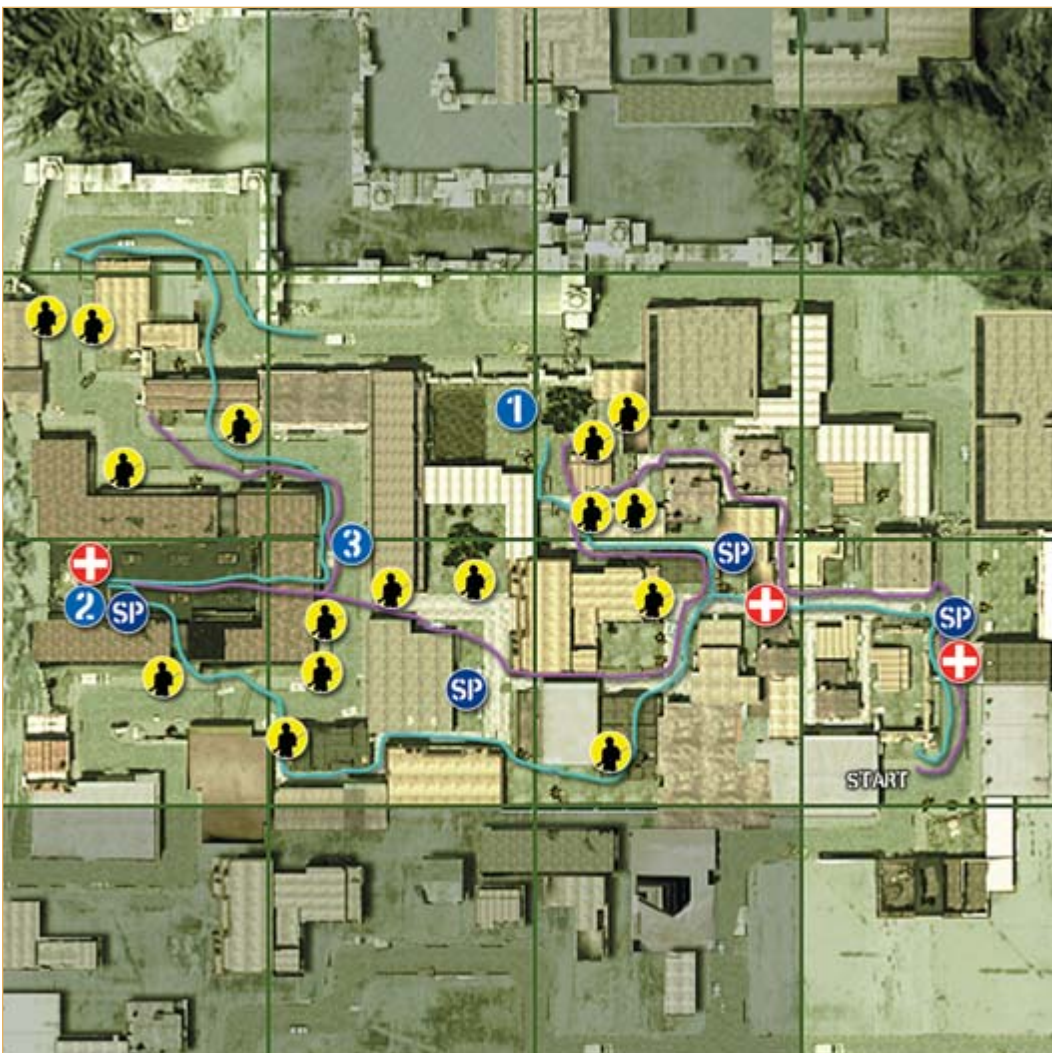
MISSION 5: PALACE GATES

MISSION BRIEFING

Recent intelligence has pinpointed Al Afad's location at an ancient palace within Zafarra. An air strike on the historical palace is currently not an option, and the thick stone walls that once turned back invaders hundreds of years ago are keeping even today's modern military machines at bay. The only way into the palace is through the front door. It would be easy to send a column of Bradley tanks up to the gates and blast it open, but the ZLF has fortified the streets leading to the palace with RPG nests. As we have seen before, the mobile and unexpected nature of an RPG is the Bradleys' Achilles heel.

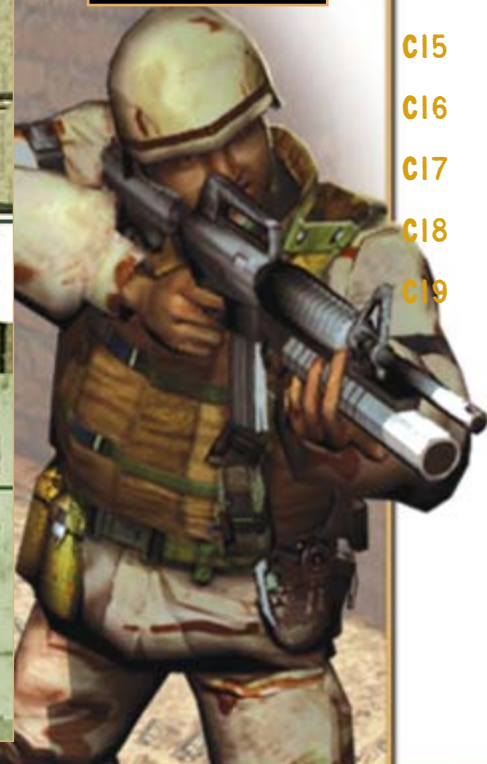
It is up to your fire teams to clear a path through the city for the Bradleys, but no mission is as simple as that. During the operation, the fire teams will be drawn from their main objective by the plight of pinned NATO forces as well as be called to offer aid to a CASEVAC under fire.

The American teams will come face to face with the worst horrors of war. Once you lay eyes on the work of a madman's black heart, you will fight with the ferocity and determination of twenty men.



LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC



==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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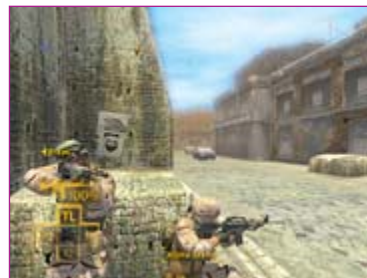
MISSION TACTICS

OBJECTIVE 1: RESCUE NATO TROOPS

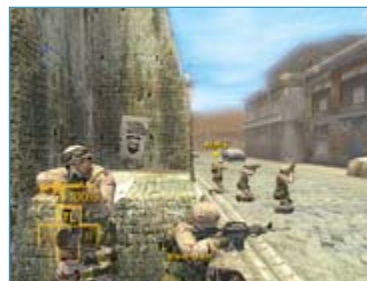
Your initial objective, when you begin this mission, is to make your way west to an established CASEVAC site in an old citadel. However, as you begin clearing the streets of ZLF thugs, your commanding officer comes over the radio and alerts you of an emergency situation. There are NATO troops pinned down by aggressive ZLF—and you need to assist them.



When you begin the mission, the streets of Zafarra are eerily quiet.



Alpha Team: You must head north, so move your men to the corner position northeast of your deployment point. After you verify that the street is clear, begin moving north.



Bravo Team: Keep close to Alpha Team, following them up the street. Use the cover points, even if there are no apparent tangos. It's always good practice.

Alpha Team: Midway up this main avenue is a side street, heading west. Carefully take up a corner position at the southern edge of the building.



Alpha Team: Look to the west. Your first hostile, a tango armed with an RPG, is at the far end of the street. As soon as he spots your position, he opens fire. The rocket fire, however, harmlessly zooms past your position.



CAUTION

This is the last time you will be so lucky to face an RPG gunner with lousy aim. In the future, RPG gunners will start firing at the corner or cover positions your teams take up. If an RPG strikes, for example, a car that your men are using for cover—you're cooked. If you're at a corner position, the building will absorb some of the damage, but there is no way to completely avoid the hit. If you are wounded by RPG fire, immediately seek out a CASEVAC site as you won't be able to take any additional damage, even basic shrapnel.



Bravo Team: It takes time for the terrorist to reload an RPG launcher. Wait until the RPG gunner fires, then dash across the street and take up a corner position to the north of Alpha Team.

Alpha Team: Bravo Team needs to press up the street in order to get a clean shot at the RPG nest. Lay down some suppression fire on the RPG, preventing him from unleashing another grenade.





CHAPTER 11: MISSION 5. PALACE GATES

Bravo Team: As soon as Alpha Team opens fire, move west down the street and take cover behind the blue car.



Bravo Team: Turn down the small alley heading west, directly opposite the abandoned blue car.



Bravo Team: Once you have settled behind the car, pull out the M203 grenade launcher and take aim at the RPG nest. Use the zoom feature to double-check the accuracy of your shot before letting it fly.



Bravo Team: Follow this alley west until it turns north.



TIP

If you're having trouble hitting the RPG nest from the blue car, try moving further up the north side of the street, using the first alley on the right for cover. Closing in on the RPG nest increases the chances of scoring a hit with the M203. As soon as the RPG gunner has been eliminated, tell Alpha Team to cease fire.

Bravo Team: Head north, and after taking up the corner position, start moving your men to the west.

Bravo Team: Start sweeping the back alleys. Continue west down the street, taking a corner position at the second alley heading north.



Bravo Team: There is a tango just beyond this building, so be sure to take up a corner position—do not follow the alley as it turns south.



Bravo Team: Move to the north, using available cover points like corners and dumpsters.

NOTE

Your commanding officer will come over the radio, alerting you of a slight change in your first objective. This is when you receive the official order to help the NATO soldiers.

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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE

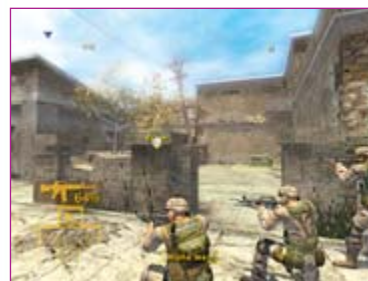
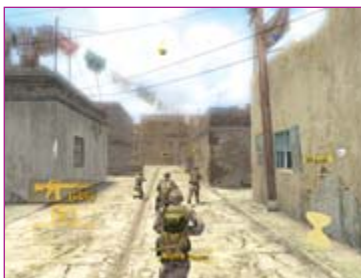


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Bravo Team: Look around the corner, to the southwest. A tango armed with an AK-47 is taking cover behind an old refrigerator. You need to send Alpha Team around, flanking the tango from the south.

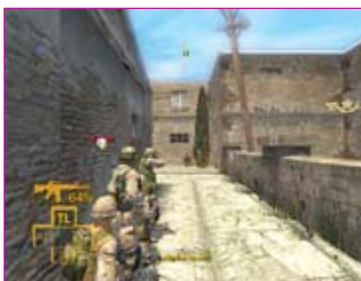


Alpha Team: Bravo Team is unable to move beyond its current position, so you need to get in there and help neutralize the tango. Start moving down the alley to the west.

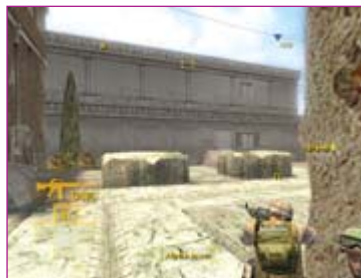


Alpha Team: There is a save point in a small yard on the north side of the street.

Alpha Team: Take the first alley north, just beyond the save point.



Alpha Team: Follow this alley as it turns west, using the massive stone blocks as cover.



Alpha Team: Take up a corner position just as the alley starts to turn north.

Alpha Team: There is another tango dug in here, firing at your position from behind a fridge.



Alpha Team: Since Bravo Team is waiting for you to help them with their tango, you must throw a frag grenade to eliminate this target.



Alpha Team: Once the tango is down, move to the north corner of the building, next to the fallen tangos' fridge.

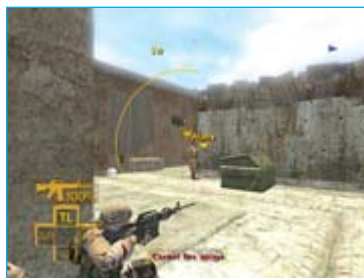
Alpha Team: Peek around the corner and spot the tango that has Bravo Team pinned down.



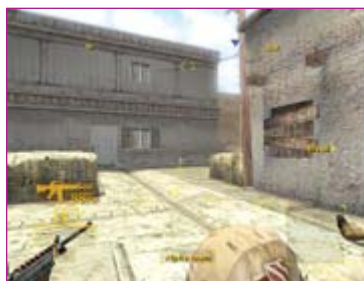


CHAPTER 11: MISSION 5. PALACE GATES

Alpha Team: Lay down suppression fire and keep this tango from making any moves.



Bravo Team: Alpha Team is suppressing the tango. Bring up the Fire Cursor and blast the tango while he cowers from Alpha Team's fire.



Alpha Team: After Bravo Team stops firing, turn northwest and begin closing in on the pinned NATO troops.

Alpha Team: The troops are held down by two tingos stationed in a building. One fires from the bottom floor, while another targets the NATO troops from the second story balcony. To keep the tingos from seeing you, move to the giant block.



Alpha Team: Now, move around the block, against the west wall of the building here. Do not move any farther north than the white door.



Bravo Team: You need to move in closer, as eliminating these tingos requires a tandem effort. Position the team at the corner just south of the NATO soldiers.



Alpha Team: You cannot just make a break for the stone block in the middle of the yard to the north. The tingos will cut you down before you get halfway there. Instead, provide cover by throwing smoke grenades.



Alpha Team: Use more than one smoke grenade to create an effective screen. Throw one in front of the block, one between the block and the corner, and one at the corner, near Bravo Team. The thick screen will guarantee your safety.



Alpha Team: When the smoke has filled the yard, run to a cover position behind the block. Duck down and stay there until the smoke clears.



Alpha Team: First order of business—kill the tango on the second story balcony. Use the M203 for maximum effectiveness.

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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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Alpha Team: That's one down, one to go. But the bottom tango is using the brick wall for cover. It's up to Bravo Team. Lay down suppression fire to keep the tango crouched down behind the wall.



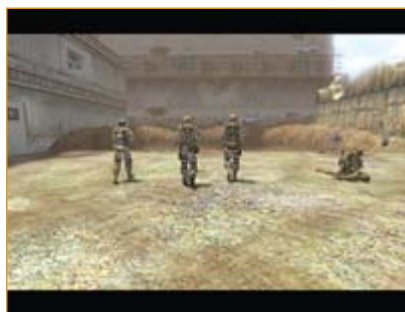
Bravo Team: With the tango pressed down and unaware of your movement, step into the yard. Lob a frag grenade over the wall at the tango's position. This finishes off both targets, allowing the pinned NATO troops to move out safely.



The NATO officer, a British SAS soldier, meets you in the middle of the courtyard. He needs to get his teammate to a CASEVAC site immediately. Before leaving the area, the SAS officer hands off some ammunition, refilling your stocks.



Something to the west catches your attention.



As you approach, you witness the murder and madness of Al Afad and his ZLF thugs. It's a mass grave of ethnic Zekis, their corpses piled high to rot in the sun. You radio in the coordinates of the grave site, then receive orders to press westward toward the CASEVAC site—now on your GPS.



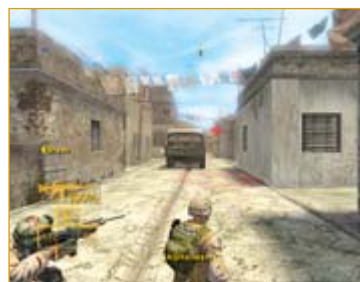
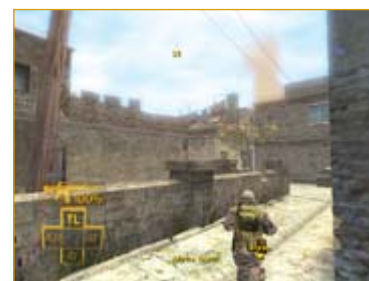
OBJECTIVE 2: DEFEND CASEVAC

American forces have established a large CASEVAC site to the west, inside the stone walls of an ancient fortress. Both fire teams are needed there to help support a column of Bradleys, but before Alpha and Bravo Teams arrive, ZLF troops lay siege to the CASEVAC site. Your men must help eliminate the encroachers around the CASEVAC.



Use the nearby save point before venturing outside the mass grave site.

Direct both teams back to the main east-west street, where you initially dealt with the RPG gunner.



A CASEVAC site is located here on the street. If any of the men on either team requires medical attention, do it here.

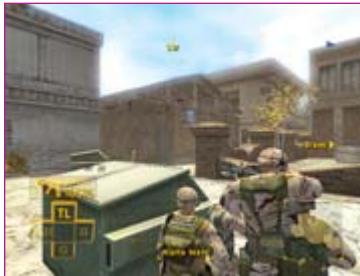


CHAPTER 11: MISSION 5. PALACE GATES

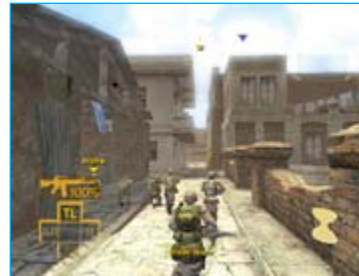
Alpha Team: Cross the street, heading south and take the next southward alley.



Alpha Team: Lay down suppression fire on this tango. Your bullets chew up the crate, exposing the frightened tango. Once the crate is gone, the suppression fire eliminates the tango. Cease fire.



Alpha Team: Take cover at the dumpster, then continue south. The goal is the tin roof building, marked with the blue and white towel hanging above its large, open entrance.

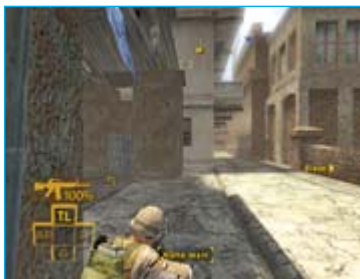
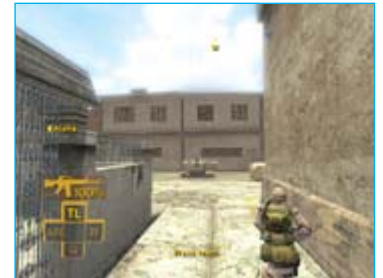


Bravo Team: Pass Alpha Team and head west, down the narrow lane.

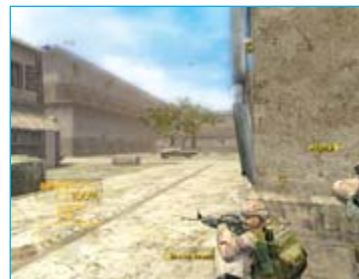
Bravo Team: Stay close to Alpha Team, following them to the building.



Bravo Team: Stop at the corner and take cover; that allows you full visibility to the north.



Alpha Team: Take a corner position at the east side of the building's entrance.



Bravo Team: From this position, you can see a tango hiding behind a pickup truck in the middle of a clearing to the north.

Alpha Team: Peering around the corner, you spy a single tango taking cover behind a large wooden crate.



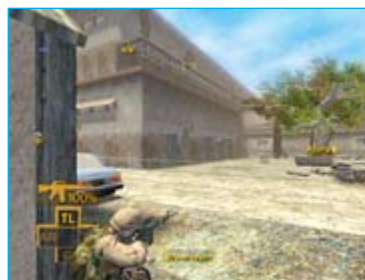
Bravo Team:



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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



Bravo Team: Run north, across the street, to the corner position southwest of the wrecked pickup truck.



Bravo Team: Look to the west. You can see the east entrance of the CASEVAC site, currently under siege. There are two tingos firing on the site. The first one you see is ducking behind a dumpster. The second is almost completely out of view. Do not worry about this tango yet.



Bravo Team: The tango at the dumpster doesn't notice your approach from the rear—he's too busy concentrating on the CASEVAC site. Riddle him with bullets.



Bravo Team: Move west, to the next corner position and shoot the second tango as he fires on the citadel.

Bravo Team: Move up to the next corner on the south side of the street. Do not step into the main north-south avenue. Two fortified tingos are to the southwest.



Bravo Team: Look southwest for a visual ID on the tingos. One is using the corner to shoot at your position, the other is crouched behind a dumpster farther southwest. Stay in this position for now.



Alpha Team: You need to flank the two tingos from the south. Hustle through the building where you shot the tango.



Alpha Team: Once through the building, turn west and make a run to the corner.

TIP

It is easy to get lost in these old alleyways. A lot of them look the same. Don't forget that you have a Compass Ribbon along the top of the screen. Use it to get your bearing if you lose your way in the city.

Alpha Team: Continue west, down the narrow alleys. The alley will take a sharp turn south, then continue west.





CHAPTER 11: MISSION 5. PALACE GATES



Alpha Team: Take up a corner position facing northward. You will catch a glimpse of the tango hiding behind the dumpster. Don't make a move until Bravo Team suppresses this target.

Bravo Team: Lay down suppression fire at the two tangos to the southwest.



Alpha Team: Now that Bravo Team has the tango at the dumpster pinned down, step out, and open fire.



CAUTION

Be careful here. There is still another tango between Alpha and Bravo Teams. You do not want a friendly fire incident, so keep an eye on the west wall ahead to see where Bravo Team's bullets are hitting.

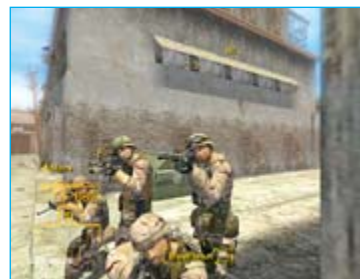


Alpha Team: Creep up to the corner, ducking behind the dumpster.

Alpha Team: You should spot a tango standing in the open to the northwest. Open fire on him.



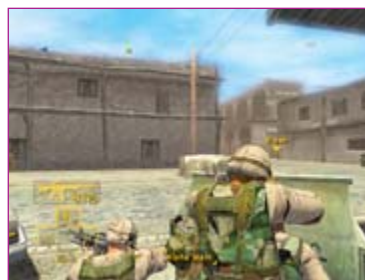
Bravo Team: With Alpha Team still hiding, cease fire. The tango at the corner steps back out and starts shooting at you.



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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



Alpha Team: Before the tango knows you are there, pop up from behind the dumpster and nail him.



All of Al Afad's men attacking the CASEVAC site are down. Direct both teams into the ancient citadel doubling as the CASEVAC site and meet up with your commanding officer.

OBJECTIVE 3: ESCORT BRADLEYS

The palace gates are now just to the northeast, around the next bend of the main street. There is a column of Bradleys warming their engines, ready to make the run.

Your commanding officer wants your teams to escort the Bradleys to the front gate. There's been too much RPG activity in the area to let the Bradleys roll alone, so you are to scout ahead and eliminate any foot hostiles before the Bradleys crash the palace gates.

Your teams saw a lot of action since their last CASEVAC visit, so restock ammo before heading to the Bradleys.



Once you have all the rounds you can hold, head east through the citadel grounds and join the column of Bradleys outside.

The Bradleys begin to roll down the street. It isn't long before your commanding officer is proven right—the first Bradley is destroyed by RPG fire, coming from the west. You need to hustle up there and deal with the RPG gunner before the second Bradley heads out.



Alpha Team: Head up to the northeast corner of the citadel, and confirm the presence of the RPG nest. The RPG gunner is fortified behind sandbags, so you will need to work with Bravo Team to eliminate him.



Alpha Team: As soon as you have the visual, back away from the corner. You do not want to get hit by an RPG.





CHAPTER 11: MISSION 5. PALACE GATES



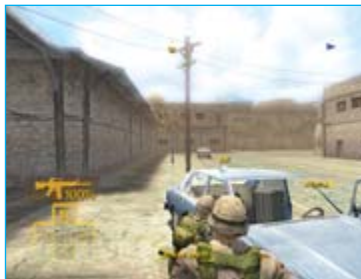
Bravo Team: Move up next to Alpha Team, near the corner. Get ready to make a move as soon as Alpha Team starts laying down suppression fire.

Alpha Team: Get back into the corner position and order a bound to the giant block just ahead, suppressing the RPG nest.



Bravo Team: Now that the RPG gunner is pinned, move around the corner and to the west, ducking behind Alpha Team.

Bravo Team: You need to get in position behind the blue car, which is parked parallel to the RPG gunner.



Bravo Team: As soon as you get alongside the RPG nest, open fire, killing the RPG gunner.

Bravo Team: You need to keep your eyes peeled for a tango that appears at the west end of the street.



Bravo Team: The tango foolishly stands in the open—perhaps he doubts the accuracy of your men? Prove him wrong by peppering his position with rifle fire.



Bravo Team: With the two tangers in the dirt, the Bradley rumbles up the street to your position. However, it will not drive any farther unless you can verify the safety of the street as it turns north.

Bravo Team: Head across the street to the northwest corner of the buildings.



Bravo Team: There are two more tangers positioned behind sandbags here, waiting for the Bradley. The tango on the west side of the street has an RPG.

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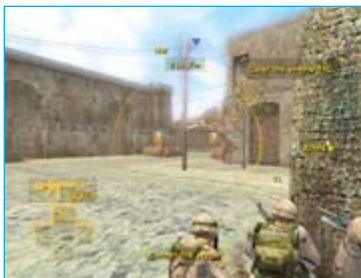
==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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Bravo Team: Spray the nest with suppression fire, or the RPG gunner will zero in on your corner position and blast you with a grenade.



Alpha Team: Once Bravo Team is laying down suppression fire, head through the archway on the north side of the street, near the crumpled RPG gunner.



Alpha Team: Flank the two active tangers by passing through the arch and heading north. (Don't worry, there are no tangers to the east.)



Alpha Team: Follow the street as it turns west.



Alpha Team: Get ready to drop into a corner position to the north of the two tangers.

Bravo Team: Alpha Team is poised to strike from the north, so maintain the suppression fire.



Alpha Team: Bravo Team has the RPG nest covered, so get into the corner position and fire to the south, nailing the tango on the east side of the street.

Alpha Team: Once you have a confirmed kill, bound across the street to a cover position behind the stone block. Train your rifles on the RPG gunner.



Alpha Team: As soon as you slide behind the rock, your fire eliminates the RPG gunner.



That was the last tango leading up to the ancient palace gates. The Bradley roars back to life and starts moving to the palace entrance, east of Alpha Team's current position.



CHAPTER 11: MISSION 5. PALACE GATES

Alpha Team: Follow the Bradley as it heads east.



Alpha Team: As soon as you peer down the east street leading directly to the palace, you spot a Soviet BMP tank. The Bradley quickly lays the BMP to waste with a volley of shells.



The Bradley finally turns its guns on the palace gates, blasting the antiquated doors to splinters and wrapping up this mission.



CO-OP BRIEFING

The bizarre calm and the narrow streets make this a thrilling mission, as you never know if a tango lies in wait behind the next corner. Fortunately, our map takes out the guesswork.

- Most of the tangoes in this mission require teamwork to eliminate, especially the RPG nests. Always confirm with each other that you are in position and that suppression fire is indeed in play. All it takes is one errant RPG to end a mission prematurely.
- Each team has several smoke grenades, so don't be stingy with them. Use as many as necessary to provide safe cover when rescuing the NATO soldiers.
- Always steer clear of corners when dealing with RPG gunners from this level forward. They have much better control of their weapons and will rip apart a team if they have a chance. No warning shots anymore.
- Friendly fire is an issue in this mission. When Alpha and Bravo Teams put tangoes in the middle by flanking them on both sides, the cross fire can turn into deadly friendly fire that takes out your own men. Watch the walls to verify where bullets are hitting before rushing in to deliver kill shots.



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MISSION 6: PALACE

MISSION BRIEFING

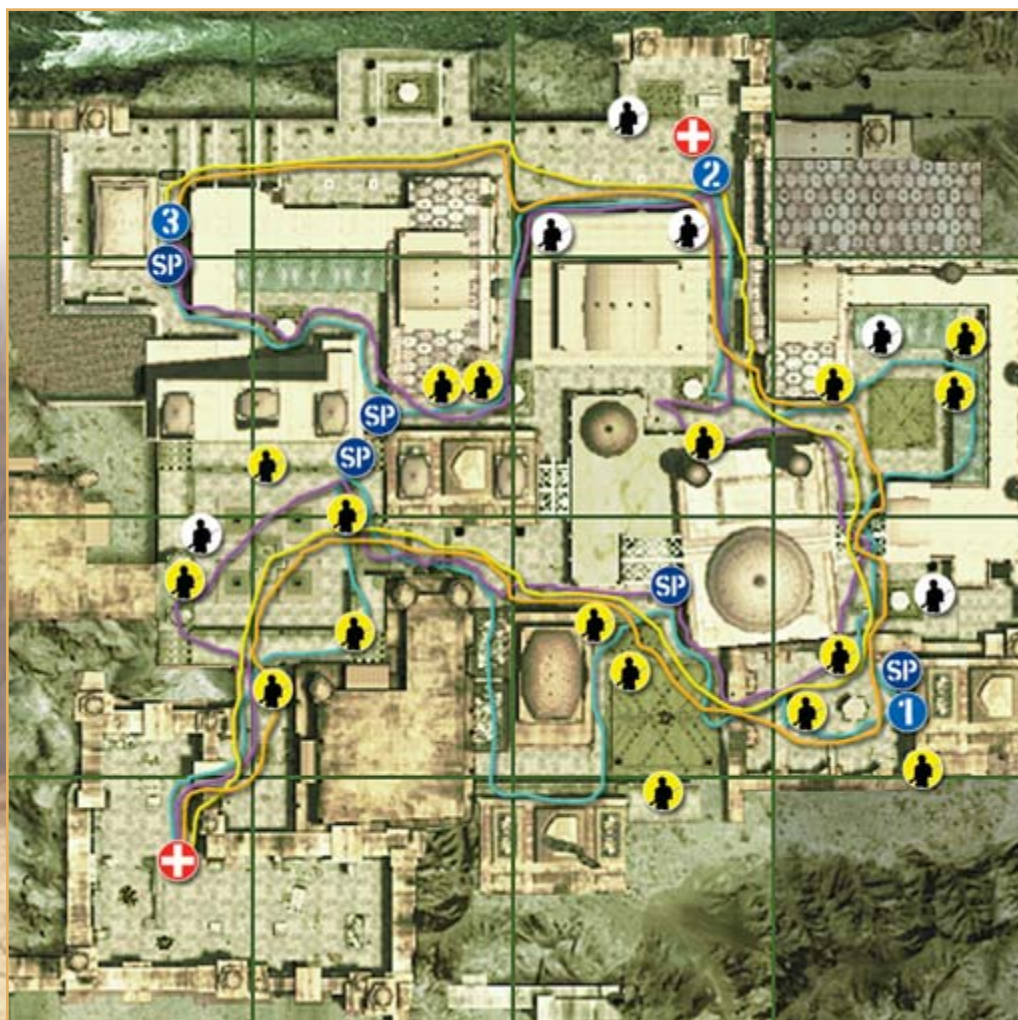
The Bradley has blasted open the doors to the ancient palace in the heart of Zafarra, the current hiding spot of Al Afad. Because an air strike on the palace is both impractical and would ravage an important historical site, ground forces must hunt down Al Afad.

Not only has Al Afad been confirmed in the palace, but some of his top lieutenants are with him. This mission provides a unique chance to cut the head off the ZLF and end this war a lot quicker. In addition to Al Afad and his lieutenants, a weapons cache here needs to be found and secured. If these weapons can be secured, ZLF thugs will have a lot less boom-boom to work with.

The enormity of the palace provides multiple hiding places for Al Afad's loyalists, including several advantageous positions for snipers. Clearing the palace of enemy presence will require smooth, controlled movements. The fire teams must keep their eyes on the ground level and constantly search the buttresses and balconies above.

LEGEND

- OBJECTIVE
- SAVE POINT
- ENEMY SOLDIERS IN
- ENEMY SOLDIERS OUT
- ALPHA TEAM ROUTE IN
- ALPHA TEAM ROUTE OUT
- BRAVO TEAM ROUTE IN
- BRAVO TEAM ROUTE OUT
- CASEVAC





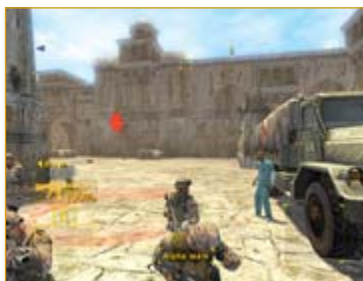
CHAPTER 12: MISSION 6. PALACE

MISSION TACTICS

OBJECTIVE 1: LOCATE WEAPONS CACHE

Capturing Al Afad is the main objective in this mission, but first, you must find and secure a cache of ZLF-controlled weapons. As you sweep the palace grounds, always keep one eye on the second story—there are lots of snipers roaming the balconies. All it takes is a bullet or two from an unseen sniper to end the mission.

The massive scale of the palace is impressive, but you don't have time during this mission to admire the architecture. There is a CASEVAC site at the front gates of the palace for you to replenish your ammunition supplies or heal a wounded man.

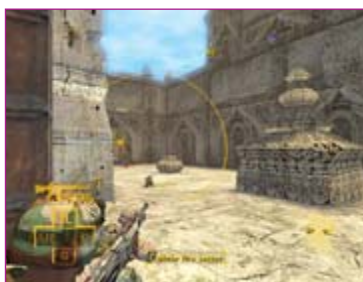


Alpha Team: Head north to the massive door leading into the palace grounds. Do not take up a corner position right away. A tango just north of the door will flee the moment he sees you.



Alpha Team: Bound to the door, guns trained to the north.

Alpha Team: When you see the tango, draw up a Fire Cursor and eliminate him as he retreats. If you miss him, he takes up a position in the courtyard to the north where he can be neutralized with a frag grenade.



TIP

When you are bounding and half of your team is already to the designated location, you can still bring up a Fire Cursor to shoot a target. The catch is that you will not be able to attack the tango with the ferocity of all four rifles, just two. However, if you have a clean shot, go ahead and take it—your men are well-trained and should nail the target.

Alpha Team: With the tango out of the way, move north to the giant archway leading into a lush courtyard. Take up the corner on the west side of the archway.



Alpha Team: When you settle into the corner, you spot a tango on the second story directly across from your position.



Alpha Team: Target the tango with the Fire Cursor and eliminate him.

Alpha Team: Now, slip into the courtyard and take cover at the first stone to the east.



==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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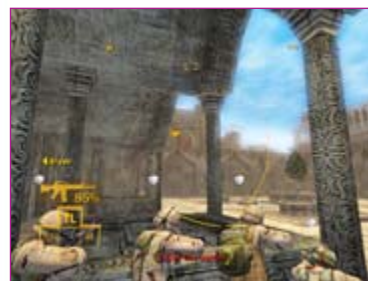
C18

C19

Alpha Team: Another sniper on the second level appears to the northeast. Shoot him from his perch.



Alpha Team: More snipers lurk on the second level, so head east, keeping under the ledge, and take cover on the east side of the far stone.



Alpha Team: Look up to the second level. Another sniper is on the second level to the west. Shoot him down before he can draw a bead on your position.



Bravo Team: One last sniper remains in the courtyard, directly above Alpha Team's position. Head north, into the courtyard.

Bravo Team: Pass through the archway and head west, down to the farthest stone.



Bravo Team: Order a bound to the stone to the north, taking cover on the west side of it.



Bravo Team: The final tango in the courtyard is above Alpha Team, to the southeast. Draw up a Fire Cursor and nail him.



When this first courtyard is completely clear of tangos, a save point appears in the northwest corner. Use it.

Bravo Team: Head east to the passageway leading into the next area.



A cutscene begins, showing that intel was right on. Some of Al Afad's top men are on the palace grounds, including the "King of Hearts," a high-priority target. The ZLF thugs flee to the north, bringing down the ceiling behind them so you cannot follow their flight.





CHAPTER 12: MISSION 6. PALACE

Bravo Team: When the cutscene ends, your men are behind a stone planter looking north.



Bravo Team: A tango to the north of your position is taking shots at your men from behind a corner. Lay down suppression fire in his direction to keep him pinned.



Alpha Team: Bravo Team has the tango stuck behind the corner, so head east and slip behind them.

Alpha Team: Head south, down a barren passageway. When you are out of harm's way, Bravo Team can cease fire and conserve rounds.



Alpha Team: Move south to the corner, granting a full view to the east. A tango on the second story shoots at your position.

Alpha Team: Because the tango has cover, you cannot nail him from the ground. To get by, order a bound to the south—underneath the ledge—with guns trained on the tango.

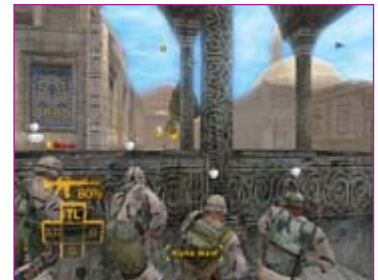


Alpha Team: Next, order another bound to the large stone to the east. Direct your fire to the north.

NOTE

The great thing about the palace is that it is made almost entirely of stone, which stops bullets more effectively than Kevlar. Feel safe as long as you are hiding behind anything made of stone.

As you slide behind the stone, you can see the tango that was previously shooting at Bravo Team, as well as a new tango in the middle of the grass to the north. Your suppression fire eliminates Bravo Team's tango.



Alpha Team: Keep laying down suppression fire on the tango in the grass so he hides behind the planter.

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“FULL SPECTRUM” **WARRIOR**

PRIMA OFFICIAL GAME GUIDE



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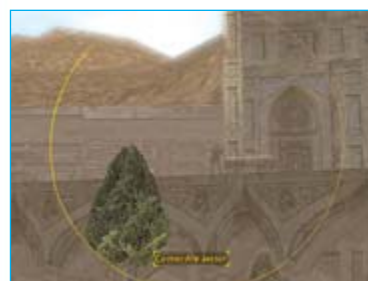
C18

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Bravo Team: Move east to the corner where the tango was just standing. This will allow you a view to the south.

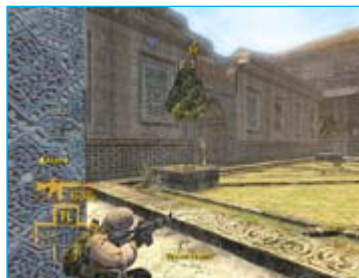


Bravo Team: Alpha Team has the tango pinned down, so lob a frag grenade at him. He is caught in the frag's kill radius.



Bravo Team: Now you have a clean shot at the sniper above Alpha Team, so draw up a Fire Cursor and pick him off the ledge.

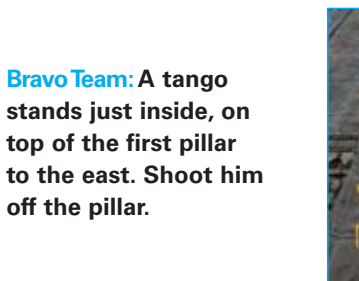
A save point appears to the northeast, next to the large domed building. Use it to record your progress.



Bravo Team: The weapons cache is located in the neighboring courtyard, just beyond the archway to the east.



Bravo Team: Make a run to the archway, settling at the north corner. Do not pass through the archway yet.



Bravo Team: A tango stands just inside, on top of the first pillar to the east. Shoot him off the pillar.



Alpha Team: Move up to the south side of the archway.

Alpha Team: Bound to the first pillar—where the tango was just standing—and take up a corner position on the north side. However, point your guns to the southeast. A tango is situated on the second level, just out of sight. Your men shoot him as he appears.





CHAPTER 12: MISSION 6. PALACE

Alpha Team: As you slide behind the pillar, a tango rushes into the area from a passage to the northwest.



Alpha Team: The tango uses the stones here as a shield, so lob a frag grenade at the ground near his feet to kill him.



Alpha Team: The weapons cache is to the east, behind the second large pillar. Move to the cache, securing it.



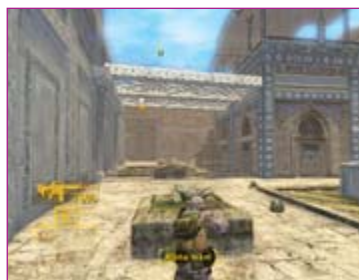
OBJECTIVE 2: REACH THE CASEVAC

Now that the weapons have been secured, you must rendezvous with a CASEVAC truck to the north. There are more tangoes lurking on the grounds, so stay frosty.

Position both teams on each side of the archway heading north.



Alpha Team: The coast is clear, so order a bound/suppression to the large planter to the north.



Alpha Team: As you move north, a tango appears on the second story ahead. Your suppression fire takes him down. Use the save point.

Alpha Team: Press farther north, to the south side of the giant stone in the passageway ahead of you.



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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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Bravo Team: Catch up with Alpha Team at the giant stone.

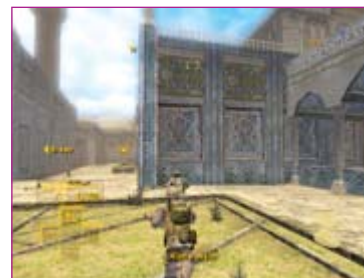


Alpha Team: From this position, shoot the tango.



Alpha Team: Move to the west side of the giant stone.

Alpha Team: Next, move west to a corner position at the ornate building.



TIP

Don't forget that you can order recon flights from your GPS. The intel from the recon flights is solid in this mission, as few of the tangos are moving around. Most are dug in, and prepared to stay there until you cross paths with them.

Alpha Team: Two tangos are located to the northeast. One is at ground level, well positioned behind cover. The other is on the second story, in the open. Nail him where he stands.



Alpha Team: Order a bound to the east. You want to reach the blue stones underneath the ledge, so train your weapons on the surviving tango to keep him pinned.



Bravo Team: Head northwest, taking up a corner position at the next building, looking west.



Bravo Team: A tango stands in plain sight to the west. Draw up a Fire Cursor and neutralize him.



Alpha Team: From the corner, move west to the small planter.





CHAPTER 12: MISSION 6. PALACE

Alpha Team: Two tangos appear to the west, all the way at the other end of the passageway. The sniper on the second story is too hard to hit, but if you move Bravo Team closer, you can eliminate the tango on the ground.



Alpha Team: Suppress the two tangos from the planter.



Bravo Team: Run to the corner to the west. Once there, have Alpha Team cease fire before making another move to the west.

Bravo Team: Move up to the next corner.

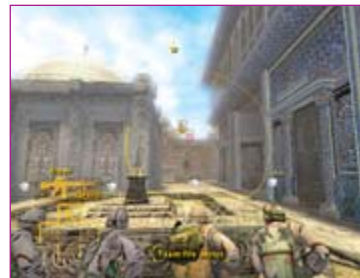


Bravo Team: From this position, you can kill the tango on the ground with the M203 grenade launcher.

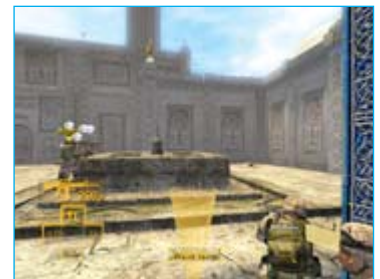
Bravo Team: Now, order suppression fire against the second story tango.



Alpha Team: Bravo Team has the sniper pinned, so head west to the dry fountain. As soon as Bravo Team stops firing and moves out of the way, direct suppression fire on the sniper.



Bravo Team: Retreat to the east, moving to the corner north of where Alpha Team is positioned. Suppress the tango from here so Alpha Team can get out of the area.



Alpha Team: While Bravo Team pins the sniper with suppression fire, skirt around them and head to the north.



Once both teams are at the corner, run north, through the passageway, and meet up with the CASEVAC truck.

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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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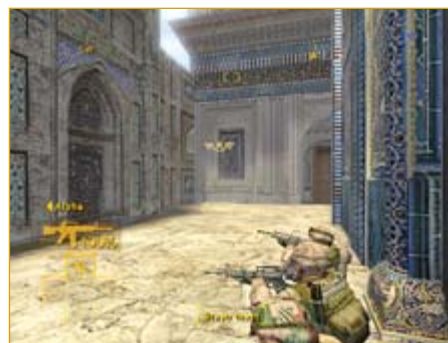
OBJECTIVE 3: CAPTURE AL AFAD'S LIEUTENANT

Intel has pinpointed one of Al Afad's lieutenants in the northwest corner of the palace grounds. The fire teams must hurry to the scene and capture the lieutenant, as he will most certainly possess a great deal of intel on Al Afad's operations.

The next few passages are free of tangers, so keep the teams together as you rush to the lieutenant's location. From the CASEVAC truck, head west until you reach a passage that turns south.

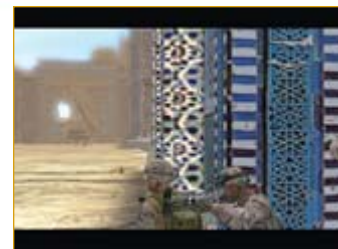
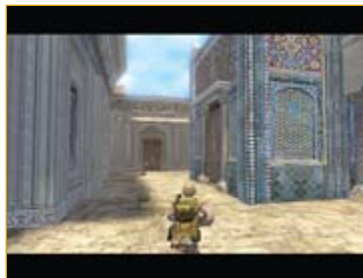


Head south, and then turn west when you reach the end of the passage.



A save point appears to the west. Use it, then follow the passage as it turns north.

Now, continue west and once you reach the far corner, a cutscene begins.



Your men spot Al Afad and his lieutenant. Before you can do anything, though, Al Afad shoots his own man in the back and flees in a black SUV.

Despite the point blank shot, the lieutenant is still alive. You must escort the lieutenant back through the entire palace grounds to the CASEVAC at the front gates.



Use the new save point here, then head to the lieutenant, bleeding in the passageway.



Bravo Team: Pick up the lieutenant. Now, in order to carry the man, you must sacrifice both speed and a gun. Alpha Team is now in charge of eliminating tangers on the way out.

Send both teams to the east, to the massive wall that Al Afad's SUV drove through.





CHAPTER 12: MISSION 6. PALACE

Alpha Team: Three tangos are positioned in the courtyard to the east, where the CASEVAC truck was located before it had to pull out.



Alpha Team: You are at a complete disadvantage here. The three tangos have the courtyard covered, so make a fast break toward the tango to the south.



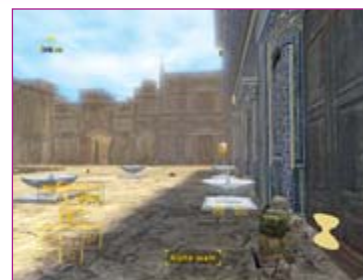
Alpha Team: Shoot the tango as you run.

Alpha Team: Once you make it to the tango's spot, at the corner, turn around and eliminate the other two tangos.



Alpha Team: Use the M203 on the tango to the northeast of your current position.

Alpha Team: Only one tango left. Order a bound to the east, stopping at the first fountain. Direct your fire at the tango hiding behind the corner.



Alpha Team: Once you are at the fountain, use a frag grenade to kill the tango at the corner. The courtyard is now clear.

Bravo Team: Catch up with Alpha Team at the fountain to the east.



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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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Alpha Team: Move south and turn east when you reach the ornate, blue building.



Alpha Team: Creep up to the southeast corner of this ornate building; there is a nearby tango to contend with.



Alpha Team: The tango is on the second story, to the north. Shoot him off the ledge so your men can continue south.



Alpha Team: Head south, taking up a corner position on the east side of the next building—just before the archway leading to the area where you found the weapons cache.



Alpha Team: There is another tango standing in the open to the southeast. Shoot him.

Send both teams into the area with the weapons cache. Head west, past the pillars and through the archway leading to the grassy yard.



An Air Force plane swoops low over the palace. There is a gigantic explosion at the large domed building to the west. The rubble from the explosion blocks the south passage, so the teams must continue to the west.



Alpha Team: Move northwest across the grass to the nearby save point. After using it, start moving down the western passage, but stop at the planter just before you reach the courtyard where you had your initial firefight.



Alpha Team: A tango waits on the opposite side of the courtyard, behind cover. Lay down suppression fire and keep him covered in the corner.



CHAPTER 12: MISSION 6. PALACE



Bravo Team: Catch up with Alpha Team. Take cover behind the planter to the north of Alpha Team's position.

Bravo Team: Pull out the M203 and launch a grenade at the tango, eliminating him.



The path to the CASEVAC at the front gate is now clear. Send both teams through this first courtyard and head south.

Pass through the palace's front gate and drop the lieutenant off at the CASEVAC site. You managed to save his life, and the amount of intel he can give the Army is worth his weight in gold.



CO-OP BRIEFING

The palace grounds are a fertile site for target practice—for you and Al Afad's loyalists. The teams must never stray too far from each other as it takes teamwork to eliminate many of the tangers, especially the snipers on the second story.

- While a single team can neutralize all of the tangers in the first courtyard, you can clear the area faster by spreading out and using the ledges as cover to target the snipers.
- You do not have to kill all of the snipers to complete the mission. If you can remain under cover, you can pass by safely.
- Once you rescue Al Afad's lieutenant, progress slows down. The team that does not carry him cannot get too far ahead.
- The team not carrying the lieutenant has the job of clearing out the rest of the tangers, so assign rescue duty to the team with the least amount of ammo in reserve.
- None of the tangers in this level absolutely must be eliminated with the M203 except the last thug on the way out. So feel free to use it often, but save one M203 round for this final tango.



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MISSION 7: SANDSTORM

MISSION BRIEFING

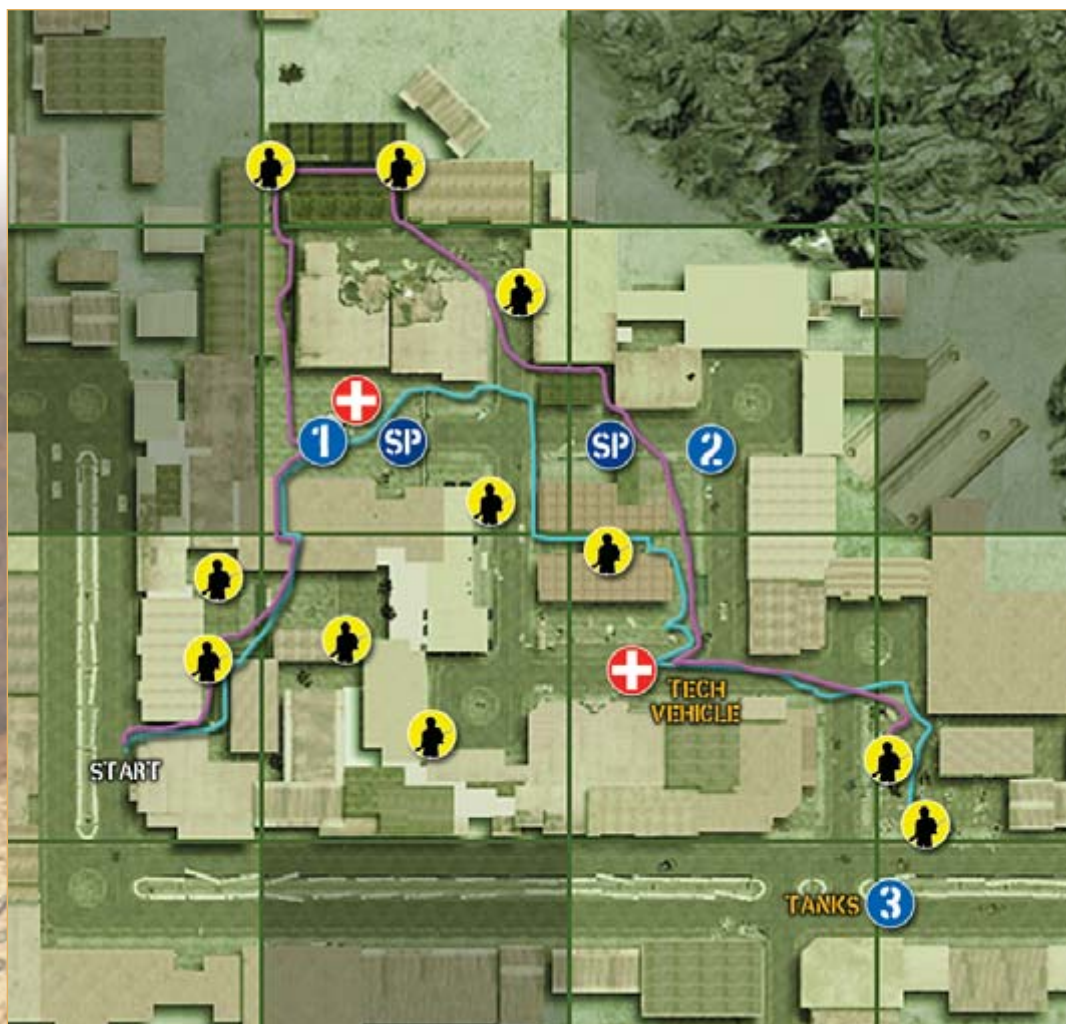
Alpha and Bravo Teams are en route to the university, via a Humvee column. A heavy sandstorm whips through the city streets, lowering visibility. Without warning, an anti-armor attack from Al Afad's tanks destroys the lead vehicle. The column comes to an abrupt stop to prevent any more casualties.

Progress cannot resume until the enemy tanks have been eliminated by artillery support, so the fire teams must move up and paint the anti-armors' position. The sandstorm is preventing many Al Afad loyalists from fighting, but the diehards that do brave the gritty winds are using the loss of visibility to their advantage. The teams must use slow, thorough sweeps through the alleys to identify targets.

To make matters worse, a CASEVAC truck is cut off from helping the wrecked Humvee by an armored technical vehicle patrolling the streets. Before you can deal with the tanks, you must seek out the CASEVAC truck and disable the dangerous technical vehicle.

LEGEND

- OBJECTIVE
- SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC





CHAPTER 13: MISSION 7. SANDSTORM

MISSION TACTICS

OBJECTIVE 1: FIND THE CASEVAC

You begin this mission in the street, several blocks west from the wrecked Humvee site. Your overall mission is to work your way through the sand-blown city blocks and find a way to destroy the tanks. But first, you must locate the CASEVAC truck trapped by gunfire.

When you begin the mission, you get an idea of just how low visibility really is. To make matters worse, thanks to this infernal sandstorm, you cannot order any recon flights during this mission.



Alpha Team: Duck into the narrow alley heading east to get out of the storm.

Bravo Team: Closely follow Alpha Team into the alley.



Alpha Team: Take up a corner position, looking to the northeast. A tango is hiding behind the corner up ahead taking potshots at your position.

Alpha Team: Bound to the overturned fridge ahead, keeping the tango at bay until your four men are behind cover.



Alpha Team: Once at the fridge, suppress the tango—but keep your Fire Cursor well to the east so Bravo Team can leapfrog you without taking friendly fire.



Bravo Team: From the corner in the alleyway, rush to a cover position behind the old sofa to the north.

Bravo Team: Your movement causes the tango to retreat to the dumpster. Keep the tango pinned at the dumpster by laying down suppression fire.



Alpha Team: Head up to the corner where the tango was originally hiding. You now have a clean shot at the pinned target. Open fire and take him down.



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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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Bravo Team: Cease fire as soon as Alpha Team nails the tango. Next, move north and press up against the south wall of the small garage.



Bravo Team: A tango is hiding inside the garage, behind a parked car. Step out and lay down suppression fire on the tango's position behind the car.



Alpha Team: While Bravo Team is holding down the tango, head up to the next fridge, within firing distance of the car.



Bravo Team: Retreat back to the wall so your men are not injured by Alpha Team's upcoming attack.



Alpha Team: Use the M203 grenade launcher to destroy the car, killing the tango.



Bravo Team: You must now cross the small clearing, heading for a hallway on the other side of the car. Bound to the hallway, training your weapons to the south. A sniper is laying in wait to the southeast.

Bravo Team: When you make it to the hallway, you can identify the sniper's position from his gunfire. Lay down a thick spray of suppression fire so Alpha Team can slip into the hallway behind you.



CAUTION

The sniper's position is made known only when he begins firing on you. That's the danger of fighting in this sandstorm; you cannot immediately identify faraway targets. So always cover yourself when moving.

Alpha Team: With Bravo Team covering the tango, run into the hallway, out of range.



Bravo Team: As soon as Alpha Team is a safe distance into the hallway, cease fire and retreat into the hallway as well.

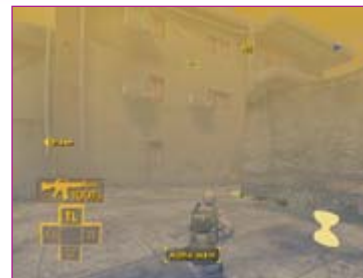


CHAPTER 13: MISSION 7. SANDSTORM

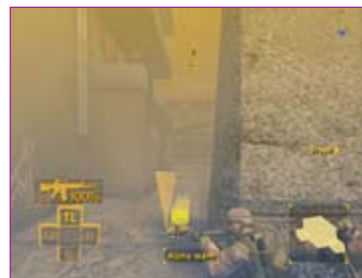
There are no tangos between this hallway and the CASEVAC truck, so send both teams down the west hallway.



Alpha Team: You need to head east. There is a small gap on the north end of the wall between the clearing on the street.



Take the hallway that turns off to the north, then spills out into a clearing—right back into the sandstorm.



Alpha Team: Once at the gap, direct your men to a cover position behind the short stretch of half-wall, allowing them to look south.

The cut-off CASEVAC truck is in this courtyard, to the east. Run up to the truck to speak with one of the doctors.



Alpha Team: A tango pops out of hiding to the southeast, across the street. You can eliminate this tango from your current position, so open fire. Once the tango is down, stay put while Bravo Team moves.

OBJECTIVE 2: ELIMINATE THE TECHNICAL VEHICLE

The doctor informs you that they were heading for the Humvee crash site, but a technical vehicle patrolling the streets is keeping it pinned down in this courtyard. You have orders to destroy the tanks, but your commanding officer instructs you to help the CASEVAC truck.

You must hunt down the technical vehicle, which is east of the pinned CASEVAC at the moment. The technical is heavily armored, so you must blast it with three M203 grenades—direct hits to the vehicle, not the NSV machine gun mounted in the back—to knock it out of commission.

Alpha and Bravo Teams must split up to flank and destroy the technical vehicle, but before leaving the clearing, stock up on ammo at the CASEVAC and use the save point to the east.



Bravo Team: From the CASEVAC truck, head north, into a narrow alley.



Bravo Team: Follow this alley north, using corners for cover positions.

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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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Bravo Team: Rush past the dumpster. Follow the alley as it turns east and take it to the end, where it begins to head south. Stop here and wait for Alpha Team.



Alpha Team: From the half-wall, move east and take up a corner position looking north so you have a full view of the street.



Alpha Team: There is a tango in the street. When he spots you, he takes cover behind a parked car.



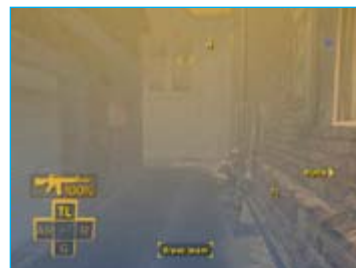
NOTE

You can deal with this tango in two ways—either blast the car with the M203 or have Bravo Team flank from the north. However, Bravo Team has already spent one M203 grenade and you should save as many M203 grenades as possible for dealing with the technical vehicle, so resist the easy kill.



Alpha Team: Suppress the tango at the car, keeping him pinned down.

Bravo Team: Move up to the corner of the alley so you can look east. Your presence causes the tango to flee his position from the car, and Alpha Team takes him down in the street.



TIP

Quickly switch to Alpha Team and order a cease fire before moving Bravo Team any further.



Bravo Team: With the tango down, it is safe to move into the street. Head east, past the bombed-out building, and take up a corner position where the street begins to turn south.



CHAPTER 13: MISSION 7. SANDSTORM

Bravo Team: Cross the street, heading southeast, and move to a corner position at a small alley between the large buildings and a small brick structure, just past the dumpster.

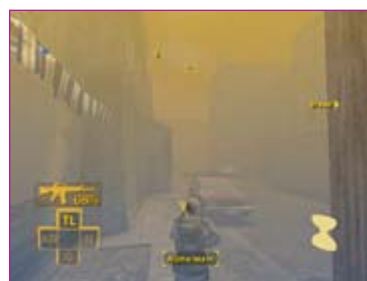


Bravo Team: Alpha Team is in good position now to attack the technical vehicle, so flush it their direction. Head east down the small alley, then follow it as it turns south. Take up cover at the corner.



Alpha Team: Cross the street, too, and stop at the corner of the small brick structure.

Bravo Team: As soon as the vehicle sees you, it hightails it south. You can track the vehicle's position on your GPS unit. The new location is marked with a blue triangle.

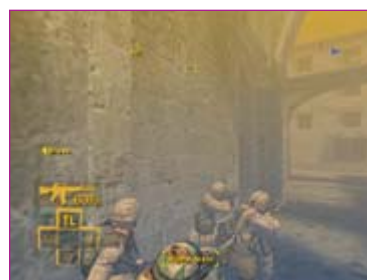


Alpha Team: Cross the street heading south and duck behind the station wagon.



Alpha Team: The technical is closer to you now. Move to the southeast corner of the alleyway.

Alpha Team: There is an east-west alley ahead, between these two buildings. Run up to the corner of the alley, so you can peer to the east.



Alpha Team: Creep halfway down the alley, then press yourself against the north wall.



==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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Alpha Team: Take a peek into the street, looking south. The technical vehicle is at the end of the road.



Bravo Team: You need to distract the technical vehicle so Alpha Team can move close enough to launch M203 grenades at it. So, head east to the corner position (where the vehicle was previously) and look south.



Bravo Team: Dart out into the street, then run back to the corner. The technical starts firing at you.



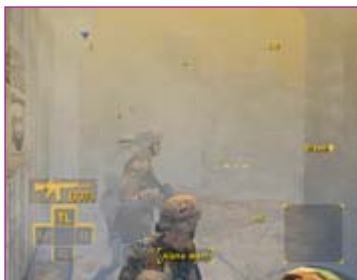
Alpha Team: With the technical vehicle firing at Bravo Team, run to the west side of the metal shack to the south of your current position.



Alpha Team: You cannot get a clean shot from this position without revealing yourself to the technical—and its NSV machine gun will chew up your cover. You must get to the collapsed building to the southwest of your current position. Throw two or three smoke grenades to the south to cover your path.



Alpha Team: Wait for the smoke to pour out of the grenades. Between the smoke and blowing sand, you can then run safely to the collapsed building.



Alpha Team: Now, move to the corner position of the building so you can peer south and get a visual on the technical vehicle.



Alpha Team: As soon as you see the technical, pull out the M203 and launch grenades at the vehicle until it is completely disabled.





CHAPTER 13: MISSION 7. SANDSTORM

Alpha Team: Disabling the technical vehicle frees up the CASEVAC truck. The CASEVAC stations itself in the street south of your position. However, the area is not safe just yet. Head for the next corner, just south of the position you held when you blasted the technical, and look to the southwest.



Alpha Team: He's not easily visible, but a sniper sits up in a balcony to the southwest, high above the square.



Alpha Team: Lay your Fire Cursor on the tango's position and start shooting. It may take a moment, but your men will eventually neutralize the tango.



Alpha Team: The CASEVAC truck is now clear. Make a run for the truck and restock your ammunition.

Bravo Team: Head for the CASEVAC site as well and refresh your ammo supply.



OBJECTIVE 3: PAINT THE TANKS

The teams are close to the tanks that flattened the Humvee. The sandstorm has cleared up enough for an artillery strike to be called in, but one of the teams must get sufficiently close to the tanks to radio in exact coordinates. You cannot just run up to the tanks, as they will cut you down before you even put your finger on the radio. Instead, you must find a way around and approach the tanks from their blind spot.



Alpha Team: Start moving to the east, toward the street heading south.

A cutscene will begin, showing the futility of a direct assault on a tank. Two brave ethnic Zekistan fighters try to blast one of the tanks with an RPG, but the tanks effortlessly kill them and bring down an entire building on top of them.



NOTE

Hopefully, you still have a couple M203 grenades in reserve, because it will make this final push toward the tanks much easier.



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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



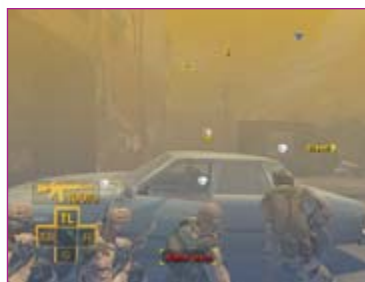
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Alpha Team: Run east, across the street and take up cover behind the abandoned automobile.



CAUTION

Under no circumstances should you run down the street heading south, lest you meet the same fate as the Zeki fighters.



Alpha Team: A tango stands in the field of debris to the south.

Alpha Team: Use the M203 to eliminate the tango so you can safely enter the field.



Alpha Team: Move south, into the rubble-filled field and take cover behind the debris pile against the east wall.



Alpha Team: There is one more tango in this field, so lay down suppression fire on this section of fence to the south.



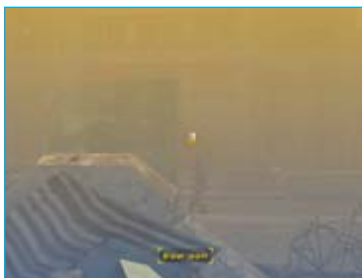
Bravo Team: Head to the east, toward the rubble field where Alpha Team is stationed.





CHAPTER 13: MISSION 7. SANDSTORM

Bravo Team: Move into the field and take cover behind the debris pile west of Alpha Team.



Bravo Team: From this position, you can spot the tango that Alpha Team has pinned down with their suppression fire.

Bravo Team: Neutralize the tango with the M203 so Alpha Team can move closer to the tanks.



Alpha Team: Dart to the rubble pile where the tango just stood.

Alpha Team: Paint the tanks with your Artillery Strike Cursor. When the cursor turns green, you are close enough to confirm the tanks' coordinates. Call down the strike and enjoy the fireworks. The artillery strike devas-



tates the two tanks, leaving nothing behind but twisted, smoking metal. The mission ends in success.



CO-OP BRIEFING

This sandstorm-swept mission requires careful tracking of enemy targets so there are no surprises, especially when tracking the technical vehicle.

- With the sandstorm limiting visibility, you must communicate to each other via headset when tangos have been sighted.
- The technical vehicle will cut down any attempts at one-man heroics, so each team must work together to keep the truck distracted as you move in for the kill.
- The technical is a moving target, but do not attempt to blast it while it is in motion. Always wait for it to stop so you can get a clean shot.
- One team must have the sniper at the end of Objective 2 under control before anybody makes a move to the new CASEVAC site. It's an easy tango to forget, but he is more than happy to remind you of his presence.



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MISSION 8: UNIVERSITY

MISSION BRIEFING

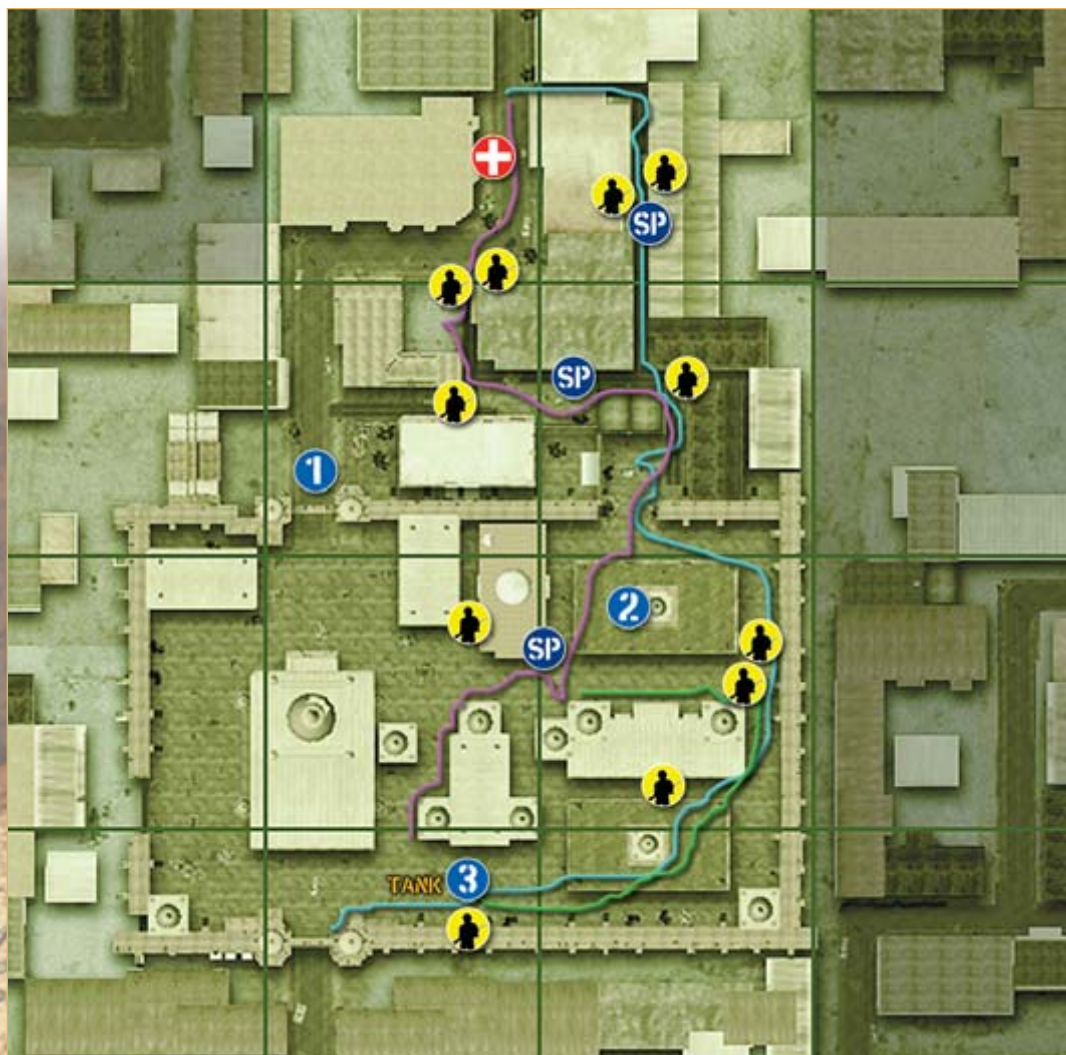
With the enemy tank duo still smoking and forces engaged in cleanup, Alpha and Bravo Teams continue to press toward the university in Zafarra. Word comes over the radio that a fire team (Charlie 12) is pinned down by Al Afad loyalists near the massive library inside the university complex, so you must head into hostile territory and offer assistance.

Once Charlie 12 has been rescued, you must contend with a Soviet BMP tank located on university grounds. One of Charlie 12's men, Private Wilson, is an explosives expert and has enough ordnance on him to blow the BMP. It is up to the fire teams to get Wilson close enough to the tank to carry out the daring mission.

Fortunately, the sandstorm is on the wane. The air is still thick, but at least visibility has improved. This is good news, as the teams will spend most of this mission apart. Alpha and Bravo Teams will have to watch their own backs as they push through the city streets leading up to the university gates, then into the complex for the tank showdown.

LEGEND

- OBJECTIVE
- SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC





CHAPTER 14: MISSION 8. UNIVERSITY

MISSION TACTICS

OBJECTIVE 1: REACH MAIN GATE

This mission begins to the north of the university, in a dense urban area. Your objective, the university gates, is to the south, but you must first sweep the area for terrorists. Once the streets are clear, make your way to the gates and start helping Charlie 12 as ordered.

You begin the mission at an established CASEVAC site. Should any of your men get wounded or you run low on ammunition, return to this site for assistance. This is the only CASEVAC site available during this mission.



Bravo Team: Run around the CASEVAC truck, heading south, and take up cover behind the dumpster in the middle of the street.



Bravo Team: As you reach the dumpster, two tangoes come into view to the south. One takes cover opposite you behind another dumpster. The second tango is in the small alley to the west of the tango's dumpster.



Bravo Team: Order a bound to the old station wagon in the street ahead. Direct the suppression fire toward the tangoes to the south.



Bravo Team: The tango at the dumpster tries to retreat as you approach, but gets shot in the back as he runs. The tango in the alley pulls back to a small alcove to the southwest.



Bravo Team: There is another tango at the far end of the alley that has yet to reveal himself, so order a bound to the brick wall. Point your rifles south, down the alley to keep the tango pinned behind the corner.



Bravo Team: Back away from the brick wall. Use a frag grenade to kill the tango in the alcove. Arc the throw over the wall, tossing the grenade into the center of the alcove. The tango is killed by the blast.

Bravo Team: Now there's just one last tango in this alley to deal with. Bound into the alcove where you just shattered the tango with the frag, directing your fire to the south.



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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE

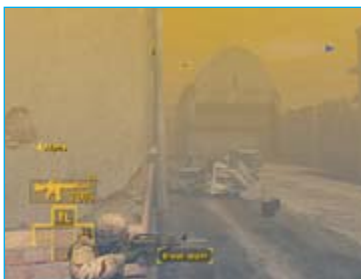


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Bravo Team: Those geometry lessons are about to pay off, big time. From the alcove, arc a frag grenade at the window to the southeast from your position (as pictured). The grenade will bounce off the wall and land next to the tango, killing him.

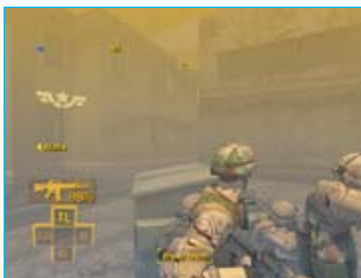


Bravo Team: All three tingos are down. Head south through the alley and take up a corner position, looking east.



Bravo Team: There is a save point to the east, but don't use it just yet, as there is another tango hiding nearby. Head to the pile of debris between the corner and the save point.

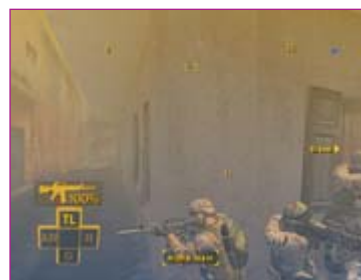
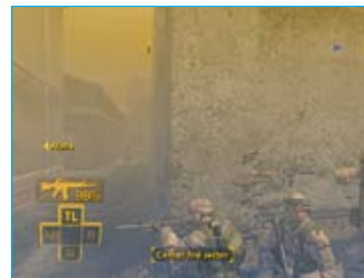
Bravo Team: From the debris, bound east to the dumpster, training your guns to the east.



Bravo Team: Now, run from the dumpster to the next corner, keeping a clear view of the alley to the east.



Bravo Team: The tango at the end of the alley shows himself. Draw up a Fire Cursor and nail the tango before he raises his weapon. Now it's safe to use the save point.

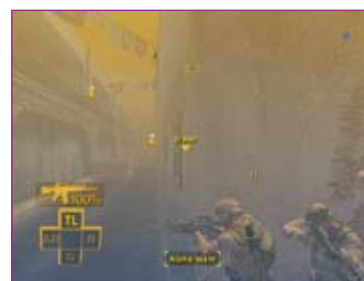


Alpha Team: Bravo Team has cleared the main street, so it is up to you to sweep the narrow alley to the east.

Alpha Team: Run down the east alley, taking up a corner position as the alley turns south.



Alpha Team: There are two tingos in the alley. The first one is on the second story of the west side of an apartment building. The second tango is on the ground, positioned behind some wooden crates halfway down the alley.

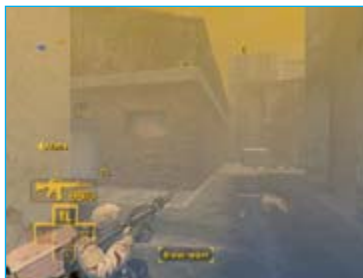


Alpha Team: Keep these tingos pinned down with suppression fire.



CHAPTER 14: MISSION 8. UNIVERSITY

Bravo Team: Head east from your current position. You are going to flank Alpha Team's two tangoes from the south.



Bravo Team: From this corner position, run across the alley to the east side. There is another corner to the north that affords a better shot at the ground-level tango.



Bravo Team: Pick off the ground-level tango as Alpha Team keeps him pinned down.

Alpha Team: With the bottom tango eliminated, cease fire. Use the M203 grenade launcher to take out the tango on the balcony.



CAUTION

Make sure you send Alpha Team back to the CASEVAC to restock ammo before heading any further into the mission. Suppression fire for that period of time uses up a great deal of rounds.

Alpha Team: A save point appears in the alley to the south. Head south to join Bravo Team, stopping to save along the way.



Alpha Team: Pass Bravo Team and head west. The university gates are your objective, as detailed on the map.

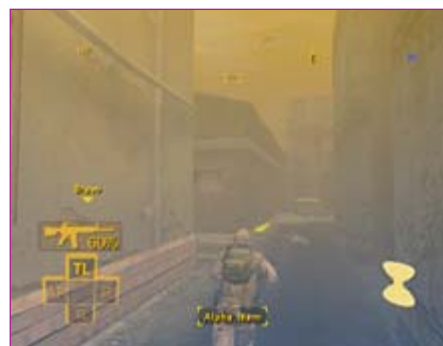


Alpha Team: The gates are completely covered by mortar fire. There is no way to get through here without suffering heavy casualties. You must find another way into the university grounds to help Charlie 12.



OBJECTIVE 2: AID CHARLIE 12

With the university gates locked down by enemy mortars, the fire teams must use a small gap in the walls surrounding the university to the west. From here, the teams can slip into the university grounds and engage the tangoes that are giving Charlie 12 so much trouble.



Alpha Team: Head back to Bravo Team's position at the narrow north-south alley.

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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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Alpha Team: Pass Bravo Team and head south to a small area next to the university's massive wall.



Alpha Team: The entry point to the university grounds is marked by a blue car. The gap in the wall is directly south of the car.



Alpha Team: Take up cover at the blue car. You can see Charlie 12 pinned to the south of your position, behind a giant stone atrium.



Alpha Team: Move to the eastern corner of the gap.



Alpha Team: From the corner, bound/suppress to the rubble pile just south of the gap. Train your guns to the southeast, where you will soon see the two tangeros that have Charlie 12 pinned.

Alpha Team: The two tangeros are directly opposite Charlie 12's position against the east wall of the university. One tango is ducking behind a planter while the other is comfortably stationed behind a wall of sandbags.



Bravo Team: Catch up with Alpha Team. Position the men at the corner of the gap, where Alpha Team sat before heading to the rubble pile.



Alpha Team: Lay down suppression fire on the two tangeros to the southeast.



Bravo Team: Alpha Team has the tangeros contained, so make a run for the stone bench to the south of the gap, between you and Charlie 12.

TIP

The stone bench makes excellent cover, as it is impenetrable by bullets.



CHAPTER 14: MISSION 8. UNIVERSITY

Bravo Team: Your movement spooks the tango at the planter, forcing him to abandon his position. As he flees, Alpha Team shoots him.



Bravo Team: Alpha Team is still suppressing the tango behind the sandbags, so use the cover to move to the north side of the atrium.



TIP

Alpha Team: Cease fire so you do not wound any of Bravo Team's men by accident while they move closer to the tango.



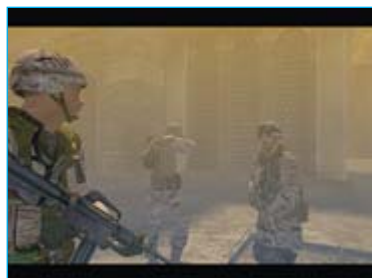
Bravo Team: Edge closer to the northeast corner of the atrium. Stay behind cover. Once there, order suppression fire on the sandbags.



Alpha Team: Bravo Team has the tango pinned, so run to the stone bench to the east of Bravo Team's position.



Alpha Team: From the bench, use the M203 to eliminate the tango. This allows Charlie 12 to move safely out of the area.



Bravo Team: Charlie 12 moves to the southwest now. Move to their position and speak to their team leader.

OBJECTIVE 3: ANTI-TANK ACTION

Charlie 12 is appreciative of the save. According to Charlie 12, there is a fully functional Soviet BMP in the area—a fact confirmed by the sudden appearance of the tank to the south. One of Charlie 12's men, Private Wilson, is carrying enough explosives to blast the tank. It is up to Alpha and Bravo Teams to clear a path for Wilson and get him close enough to the tank to plant the explosives.



==FULL SPECTRUM== WARRIOR

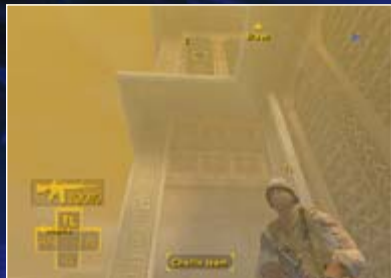
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TIP

You now have control over Wilson, assigned to you as Charlie Team. He cannot take any hits or the mission ends in failure, so only move Charlie Team when you are sure of safe passage.



Bravo Team: Use the nearby save point before making any more moves.



Bravo Team: There is a tango behind the corner to the northwest that, if not dealt with, will shoot Wilson.



Bravo Team: Bound to the planter to the west, training your rifles to the northwest.



Bravo Team: The tango runs out from between the two northern buildings, but your men shoot him before he can fire.



Alpha Team: Run south, through the gardens and past the sandbags, to the next building.

Alpha Team: Move up to the next corner position, allowing you a clear view to the west.



Alpha Team: There is a tango patrolling this area, walking along the south wall of the building. Shoot him before he can raise his AK-47.



Charlie Team: Alpha Team has neutralized the patrolling tango, so join them at the corner of the building.

Bravo Team: From the planter, move to the southwest between the two buildings. Use the corners as cover.





CHAPTER 14: MISSION 8. UNIVERSITY

Bravo Team: The tank is just to the south of your current position. You must keep the tank distracted so Charlie Team can safely plant the explosives. Creep up to the corner position, near the tank.



Bravo Team: The tank detects your movement and the turret swivels to face you. The tank opens fire, but the corner keeps your men safe for now.



Bravo Team: There is another tango, next to the tank. He sits behind a sandbag barrier. He will shoot at your position, too, so be mindful of his presence.



Alpha Team: The tank and the tango are trained on Bravo Team, so run up to the east side of the stone atrium in the south garden.

Alpha Team: Once you are at the atrium, move up to the corner so you have a clear shot at the tango behind the sandbags.



Alpha Team: Use the M203 to blast the tango behind the sandbags.

Charlie Team: The tango is down and the tank is still shooting at Bravo Team, so the coast is clear. Make a run for Alpha Team's position at the atrium.



Charlie Team: The tank should still be firing at Bravo Team, so run for the wall of the large building to the east—completely out of view of the tank.



==FULL SPECTRUM== WARRIOR

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Bravo Team: If the tank has turned its attention away from your position to fire at Alpha Team, distract it again by firing at it for a moment before ducking back around the corner.

Charlie Team: The tank is still trained on Bravo Team, so make a dash for the side of the tank.



A cutscene begins, showing Wilson setting the charge and planting it on the side of the tank. He runs for cover behind the nearby sandbags, ducking down just as the tank explodes.

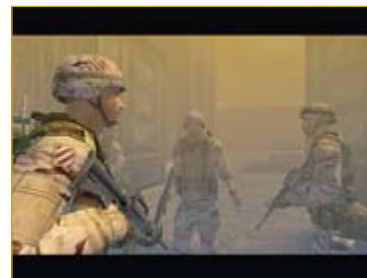


Bravo Team: With the tank a wreck, report into your commanding officer over the radio.

Bravo Team: Your commanding officer orders you to meet him at the south gate of the university, to the southwest.



Your commanding officer has grim news. A JSTAR has gone down over the city. Twenty-four good soldiers were onboard. He wants to launch a rescue operation to bring any survivors back alive.



CO-OP BRIEFING

The initial street and alley sweep is considerably easier with two teams working simultaneously, as is protecting Wilson when it's time to blow the tank. Keep chattering over your heads and always keep the other apprised of your current position, where you are shooting, and which tangers you do and do not have covered.

- Do not try to take on the first three tangers in the main street and small alcove with both teams. It is too narrow to lay down suppression fire while another team moves closer without suffering friendly fire casualties. Instead, split up and work separately to clear this first area.
- When you rescue Charlie 12 from hostile fire, you can either try to pop the tangers with the M203, or keep suppression fire on them and work closer to their positions, forcing them to flee—right into your line of fire.
- When dealing with the tank, keep your teammate aware if the turret has begun to move in the team's direction. Nothing ends the mission faster than finding yourself in the open in front of a tank.





CHAPTER 15: MISSION 9. CRASH SITE

MISSION 9: CRASH SITE

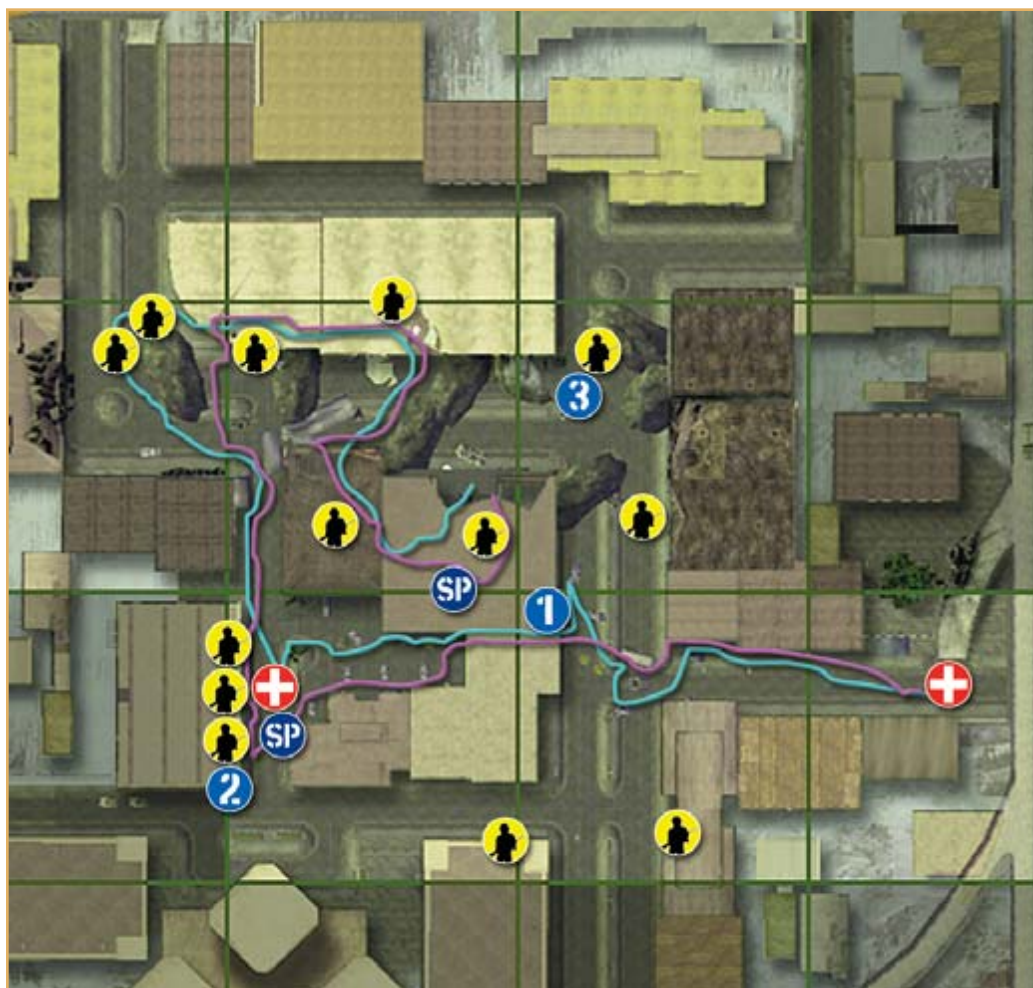
MISSION BRIEFING

Intelligence has located the site of the downed JSTAR airplane: downtown Zafarra. As the JSTAR fell out of the sky, its massive wingspan sliced through two of the urban center's largest buildings, leaving destruction in its wake. Fortunately, intel has confirmed that the crew of the JSTAR survived the crash. What they may not survive, though, is a hostage situation.

The fire teams have been ordered to secure the crash site and locate the survivors before any of Al Afad's thugs can do their worst. The teams have seen the mass graves—executing American military personnel is nothing Al Afad would blink at.

The downtown skyscrapers and parking garages pose new problems for the fire teams. Terrorists have new places to hide, and their locations are only revealed after the first bullet has been fired. All it takes is one bullet for a mission to end in failure.

Once the streets leading up to the crash site have been cleared, the teams must carefully search through the wreckage for the survivors while keeping all eyes open for enemy activity. If Al Afad loyalists bog down the fire teams, it could result in an ugly hostage situation.



LEGEND

- ① OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC





CHAPTER 15: MISSION 9. CRASH SITE

Bravo Team: The overturned truck trailer is now between Alpha Team and this northern tango, so cease fire and retreat to the station wagon behind you.



Alpha Team: Turn north and take cover behind the truck's trailer. Do not step out into the open yet, as the tango behind the sandbags is still active.



Alpha Team: While positioned behind the blue car, aim the M203 at the sniper across the intersection from your current position. Open fire and neutralize him.



Bravo Team: With Alpha Team secure, return to the corner position facing north.



Bravo Team: Lay down more suppression fire so the tango covers down while Alpha Team moves in for the kill.



Alpha Team: Bravo Team has the tango under wraps so you can flank him from the west. First, run to the planter.



Alpha Team: Next, run north to cover behind the station wagon.

TIP

When firing at a tango far away with the M203, use the zoom feature for precision aiming. You only have three M203 grenades per team—you cannot afford to waste one with sloppy aiming.



==FULL SPECTRUM== WARRIOR

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Alpha Team: Finally, move to a cover position on the west side of the blue car opposite the tango's nest.



Alpha Team: Lob a frag grenade behind the tango's sandbags to eliminate him and clear this intersection.



Now that all three tangos are down, send both teams back to the CASEVAC site to replenish their ammunition stocks.



Once each team is back to 100 percent ammo counts, head west across the intersection with the overturned semi-trailer and into the building.



Once inside the building, use the save point to record your progress.

OBJECTIVE 2: SNIPERS

You are close to the crash site. However, the parking garage to the west of your position is infested with snipers—too many for the two fire teams to take out on their own. The teams must work together to leapfrog through the parking lot ahead and get close enough to the garage to call in backup.

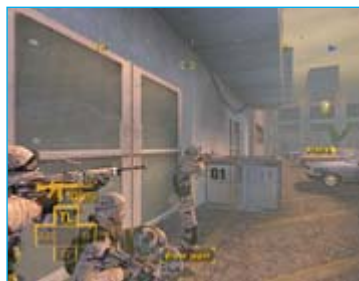


Alpha Team: From the save point, creep up to the corner of the building, looking west.



Alpha Team: The parking garage across the street is full of snipers, but you only need to worry about three of them right now. Lay down suppression fire on the parking garage when the snipers give away their positions.

Alpha Team: Your suppression fire will take out at least one of the snipers.

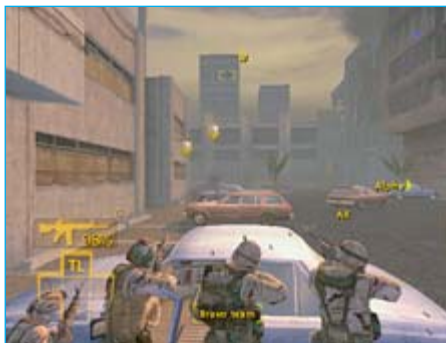


Bravo Team: While Alpha Team suppresses the parking garage, exit the building and run to the south wall of the lot.



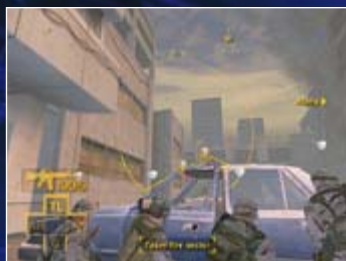
CHAPTER 15: MISSION 9. CRASH SITE

Bravo Team: Next, take cover behind the blue car directly west and start suppressing the snipers.



TIP

Keep your Fire Cursors off the ground. That way the other team can slip beneath your cover fire without harm.



Alpha Team: Dash to the wooden crates ahead, then take up cover at the station wagon in the lot. Suppress the snipers when you are safely behind the wagon.



Bravo Team: Alpha Team has the snipers pinned down, so run up to the next blue car, then make a break for the planters to the southwest. Suppress any remaining snipers.

NOTE

It is not necessary to kill all three snipers to complete this objective, only to reach the parking garage and call in the situation.

However, if you do corner a sniper at the south end of the garage, you can take him out with the M203 as long as you keep at least one M203 grenade for later.



Bravo Team: Now, run for the south corner of the garage.



Bravo Team: Once at the garage, Bravo Team calls in the situation. A Humvee full of Rangers is sent in to infiltrate the garage and eliminate all of the snipers inside.

Once the cutscene ends and the garage is empty, send both teams to the newly established CASEVAC to replenish their ammo supplies. You are about to make the final push for the crash site, so use the nearby save point.



==FULL SPECTRUM== WARRIOR

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OBJECTIVE 3: SECURE THE CRASH SITE

The crash site is now directly north. The buildings surrounding the site are extremely unstable due to the crash. The street has become a maze of rubble and debris, offering Al Afad loyalists an abundance of hiding spots. As you weave through the crash site to secure the area and look for the survivors, always anticipate the terrorists' next move.

Send both teams north of the CASEVAC site to the end of the street. Just as they arrive, the buildings shift, sending more debris into the street.



Bravo Team: Run up to the debris on the east side of the street.



Bravo Team: Bound toward the next, smaller debris pile to the northwest, training your guns to the north. Three tangeros wait in the ruined building ahead.

Bravo Team: As you approach the rubble, the three tangeros make their move. One takes up position behind a cement barrier while the other two run to the west. Keep shooting and you can nail one of the running tangeros.



Bravo Team: Suppress the tango to the north so Alpha Team can slip behind you and attack the tangeros that ran west.



Alpha Team: From the end of the street, run behind Bravo Team and take up cover at the large debris pile to the west.



Alpha Team: If any of the running tangeros survived, they are now to the north. Head alongside the rubble pile and nail the tango in the street.

Alpha Team: Now, make a run for the planters to the north. Closing in on Bravo Team's tango spooks him. He gets up to run, but is shredded by Bravo Team's suppression fire.



Bravo Team: Return to the CASEVAC site to restock your ammo supply.



CHAPTER 15: MISSION 9. CRASH SITE

Alpha Team: Too much wreckage blocks the street, so you need to head east into the wrecked building.



Alpha Team: Head south and cross the open street. Start from the debris pile southeast of your current position.



Alpha Team: Slip into the building where Bravo Team's tango took up cover—at the cement barrier.

Alpha Team: Cross the street—which is clear of tangers—and take up a cover position at the broken windows on the side of the building.



Alpha Team: Bound farther east into the building, taking up a corner position at the next wall.

Bravo Team: Follow Alpha Team across the street, but take cover at the broken windows to the west of Alpha Team's position.



Alpha Team: Your movement flushes out another tango lying in wait, but the suppression fire neutralizes him as he falls back.



Bravo Team: Peek through the windows. A tango stands inside, unaware of your presence. Raise a Fire Cursor and blast him through the broken glass.



Bravo Team: Catch up with Alpha Team's position inside the ruined building.

Alpha Team: Head inside this building and move to the corner of the door that leads east.



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Bravo Team: Follow Alpha Team into the building and take cover against the wall behind Alpha Team.



Alpha Team: Bound to the first debris pile to the east, aiming your rifles east. A tango on the opposite side of the room seeks cover behind the far pile of rubble.



Bravo Team: While Alpha Team suppresses this tango, enter the room and make a dash for the burning pile of debris to the south.



Bravo Team: Toss a frag grenade behind the pile of rubble to the northeast, where the tango is cowering.

Alpha Team: When the tango is down, cease fire. Run around the debris and head for the corner of the north door that spills out into the street.



Alpha Team: From the corner, you spy a tango standing behind a car. Beyond the tango sit two black SUVs. The survivors have already been rounded up by Al Afad's forces.



Alpha Team: Blast the car with the M203, shattering the tango's body.

Killing this final tango triggers the hasty retreat of one of the SUVs. Your team leaders call in the situation and the Rangers are ordered to pursue the SUV.



CO-OP BRIEFING

There may not be as many tangeros in this mission as previous outings, but they are certainly meaner and better shots. Always keep these tangeros suppressed to guarantee your teammate a safe move.

- Always direct your suppression fire above street level if the other player must leapfrog your position. You do not want to shoot him in the back as he moves closer to the target.
- Remember, you do not have to eliminate all three snipers at the parking garage to complete the objective and call in the Rangers. If both teams can reach the base of the garage, the snipers cannot fire on your men.
- The buildings may be crumbling, but they will never fall on your men—you only need to worry about tangeros at the crash site.
- The M203 is an effective weapon during this mission. It is capable of neutralizing snipers as well as blasting fortified tangeros. Ammo for the weapon is limited, so keep your teammate apprised of how many rounds you have left, and save at least one for the final tango hiding behind the car near the black SUVs.



CHAPTER 16: MISSION 10. REFINERIES

MISSION 10: REFINERIES

MISSION BRIEFING

United States forces are closing in on Al Afad. Intelligence reports have placed Al Afad, the "Ace of Spades," near the refineries of Zafarra. They have also confirmed the presence of biological and chemical weapons (and possibly radiological) in the area.

Reports indicate that the survivors of the JSTAR crash, whisked away in a black SUV at the end of the last mission, are also in the vicinity. Rangers have been dispatched to find and secure the hostages while the fire teams clear the streets through the massive industrial complex.

The fire teams are to rendezvous with the Rangers to the northwest but things have a tendency to go awry. The teams must locate the Rangers in the refinery and attempt another rescue operation. When they join up with the Rangers, the fire teams are to hold down the terrorists while the Rangers eliminate them. They must work together to find the warehouse where the hostages are being kept.



LEGEND

- OBJECTIVE
- SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CHARLIE TEAM ROUTE
- CASEVAC



==FULL SPECTRUM== WARRIOR

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MISSION TACTICS

OBJECTIVE 1: RENDEZVOUS WITH RANGERS

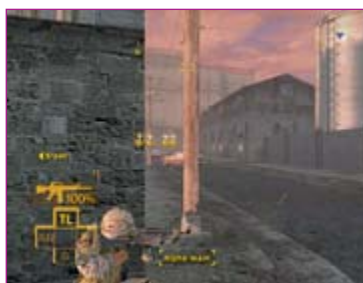
At the onset of the mission, you discover that you have missed the rangers at the original rendezvous point. Your commanding officer directs you to meet with the Rangers at a secondary site to the northeast. The streets ahead are full of enemy activity, so the teams must split up to hold down and neutralize Al Afad's dead-end loyalists.

You begin in the southwest corner of the refinery complex. A CASEVAC truck and save point are located here. You may need to return to the CASEVAC at least once to restock ammunition, as you use suppression fire several times.



Alpha Team: Head northeast from the CASEVAC and take up a corner position looking north, up the wide street.

Alpha Team: You initially see four tangos, but they spread out quickly—all taking cover like they are expecting you. Two of them take up positions on the east side of the street, at corners.



Alpha Team: The only way to eliminate these tangos is for Bravo Team to slip into the system of alleys behind them, so lay down suppression fire and grant them safe passage.

Bravo Team: Alpha Team has the street covered, so run behind them, crossing the street to the east.

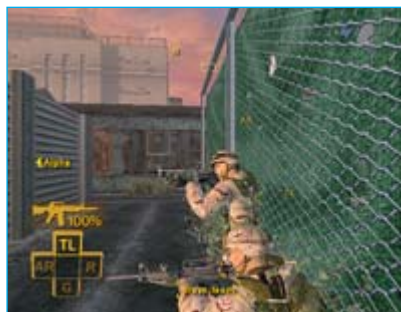


Bravo Team: Head into the narrow alley that runs east, alongside a chain-link fence.

TIP

Once Bravo Team is safely into the alley, Alpha Team should cease fire and pull back.

Bravo Team: Run down the alley until it turns north. Stop at the corner and watch silently as a tango makes his rounds.

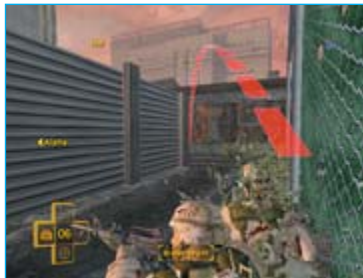


Bravo Team: Once the tango walks to the west, move up halfway along the east side of the north-bound alley. Don't go too far, or the tango that walked by will turn and fire.

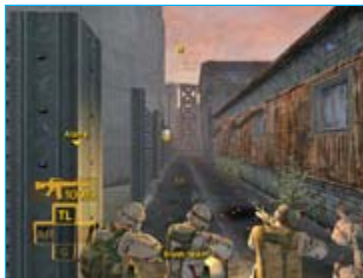


CHAPTER 16: MISSION 10. REFINERIES

Bravo Team: From this position, lob a frag grenade to the northwest, into the next alley, near the tango's position at the corner.



Bravo Team: Move to the next corner, looking west. The tango at the west end of this alley, all the way down at the street, turns and shoots at you. Suppress the tango so Alpha Team can deal with him from the street.



Bravo Team: Head east down this short alley until you reach the end. You can see a dumpster to the east.



Bravo Team: Another tango patrols the alley to the north, so bound to the dumpster, aiming your rifles at the northwest corner of the next alley.

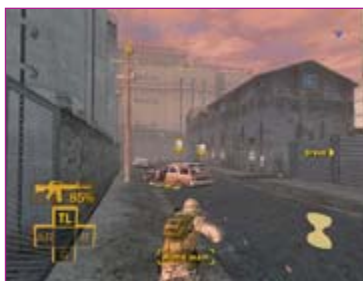


Alpha Team: Bravo Team's suppression fire has backed the tango into the street, away from his cover. Take him down.

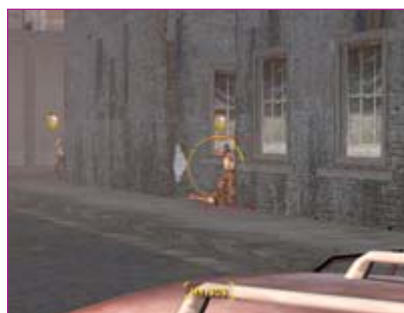


Bravo Team: The tango shows himself at the corner and opens fire on your men behind the dumpster. Throw a frag grenade into the alley and blast him.

Alpha Team: Now, order a bound to the red station wagon further north. Direct your fire at the tango still facing the street, up at the next corner.



Bravo Team: There are still three more tangos in the area—two you have not yet seen from the street. But from here, you can eliminate them before they cause any trouble. Head north to the next corner so you can look west.



Alpha Team: From the station wagon, you can use the M203 grenade launcher to eliminate this tango, allowing Bravo Team easier passage through the system of alleys.

Bravo Team: Two tangos are positioned behind sandbags to the west. Fortunately for Bravo Team, the tangos are on the wrong side of the sandbags, exposed from the rear.



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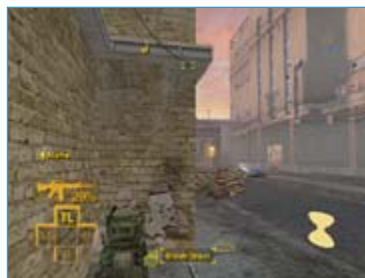
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Bravo Team: Before the two tingos can even notice you've slipped behind them, open fire and take them down.



Bravo Team: Now, head west to the next small corner. The last tingo runs from his position at the street corner to the sandbags.



Bravo Team: Shoot the tingo as he runs toward you, but if he makes it to the sandbags, throw a frag grenade at his position.

Once that tingo is down, the area is clear of enemy presence. Both teams need to pick up and hustle to the northwest—the secondary Ranger rendezvous site.



Alpha Team: As you close in on the site, a Zeki civilian motions for your men to approach. Private Shehadi from Alpha Team communicates with the civilian.



The civilian excitedly explains that the Rangers are not there. Al Afad's men got the upper hand in a standoff and the Rangers retreated to the north.



The CASEVAC truck roars to your position, establishing a new site. Use the CASEVAC to replenish ammo stocks and save your progress at the nearby save point.

OBJECTIVE 2: RESCUE RANGERS

The Rangers are pinned to the north, in the center of a small collection of buildings to the east of the two largest storage tanks in the refinery. You must continue sweeping the street as you press north, using the two teams together to pin down, then eliminate terrorists.

Bravo Team: From the CASEVAC, head north to the corner of the street as it turns west.



Bravo Team: From the corner, you spot two tingos at the west end of the street. They are both behind cover, so lay down suppression fire and keep them pinned.



CHAPTER 16: MISSION 10. REFINERIES

Alpha Team: While Bravo Team suppresses the tangeros, run north to the blue car along the east side of the street.



Alpha Team: Cease fire and run down the street to the west.



Alpha Team: Once behind the car, direct suppression fire at the west end of the street, toward the two tangeros.



Alpha Team: Take a position at the corner the tangeros were occupying.

CAUTION

Bravo Team is going to head west, down the street, so make sure your Fire Cursor allows them a clean run on the south side of the street.

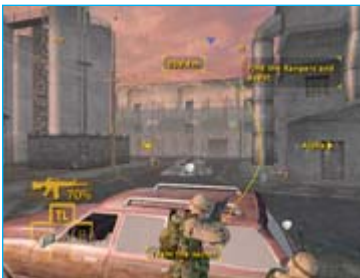
Bravo Team: While Alpha Team suppresses, order a bound to the west, taking cover behind the red station wagon. Point your rifles at the tangeros the entire time.



Alpha Team: Cross the street to the west, passing the debris, and move to the north corner of the six storage tanks.



Alpha Team: Another tango is in full view behind sandbags northwest of your position. A second tango to the north is completely invisible from your current position.



Bravo Team: Once at the station wagon, keep fire on the tangeros' positions and eliminate them.



Bravo Team: From the station wagon, head west behind the storage tanks where Alpha Team is situated.

==FULL SPECTRUM== WARRIOR

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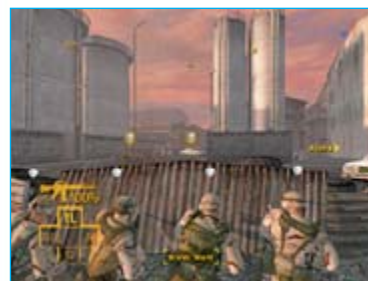


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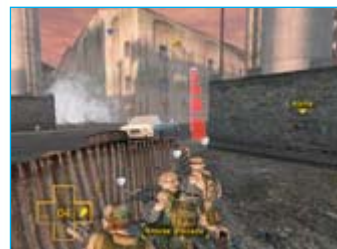
Bravo Team: Get into a corner position southwest of the tanks, looking north. You can now see the tango behind the sandbags.



Alpha Team: Suppress the tango at the sandbags so Bravo Team can move into a better position to shoot him.



Bravo Team: While the tango cowers down, take up cover at the pile of debris to the west.



Bravo Team: The unseen tango is in the alley to the north, across from the blue car on the street. Give Alpha Team cover to get in there by throwing three smoke grenades. Toss one into the alley across from the blue

car, one into the middle of the street, and one near the blue car. This will set up an enormous screen of smoke, allowing Alpha Team to move safely.

TIP

Use as many smoke grenades as you like—each team has six at their disposal.

Bravo Team: As soon as you throw the smoke grenades, lay down suppression fire on the tango behind the sandbags for safe measure.



Alpha Team: When the smoke reaches its maximum volume, move west to the corner of the northbound alley across from the blue car.

Alpha Team: Use a frag grenade to kill the tango in the alley while the smoke still covers your position. Lob the grenade about halfway up the alley to guarantee the tango is caught in the grenade's kill radius.

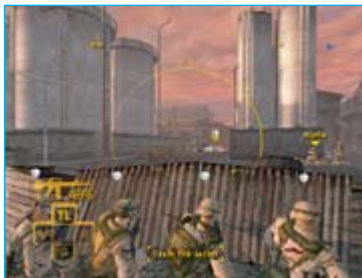
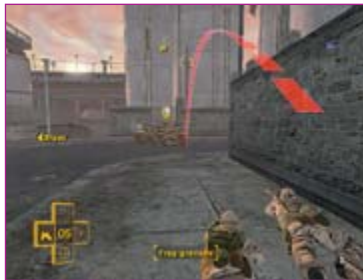


Alpha Team: Once that tango is down, move west into the street.



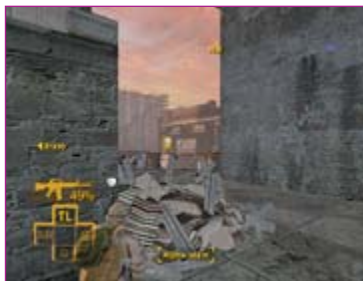
CHAPTER 16: MISSION 10. REFINERIES

Alpha Team: Bravo Team still has the tango at the sandbags pinned, so throw a frag grenade over the sandbags and eliminate him.



Bravo Team: Another tango crouches at the end of the street to the north behind a large pile of rubble. Use suppression fire to keep the tango pinned while Alpha Team moves closer.

Alpha Team: Head back into the alley and move north, stopping at the corner looking west. You can see the tango's position from here.



Alpha Team: Creep up to the pile of debris to the west, still in the alley.



Alpha Team: Lob a frag grenade over the tango's rubble pile, blasting him and clearing the area of enemies.

By eliminating all the tingos, you have freed up the Rangers and enabled them to move. Before heading east, to the Rangers' position inside the small complex, send both teams back to the CASEVAC site to restock their ammo supplies.



With full ammo stocks, head north, back through the alleys, and meet the Rangers.



OBJECTIVE 3: WAREHOUSE

The Rangers explain how an Al Afad loyalist in a JSTAR survivor's uniform led them into an ambush where they lost one man. However, they can confirm the hostages' current location: the warehouse to the north. The Rangers join your men, acting as Charlie Team.

The Rangers are incredible shots, and can nail tingos in their hiding places, as long as Alpha and Bravo Teams keep the tingos from firing on them. Use all three teams together to finish off the final gauntlet of ZLF thugs before reaching the warehouse.

Use the nearby save point to record your progress.



Bravo Team: Head west to the corner of the street. You can see a blue car in the middle of the road, signifying you're in the right spot.

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Bravo Team: There are two tingos in the street to the north. Each one is taking cover behind cement planters. Suppress them so Charlie Team can move into a firing position.

Charlie Team: Head west and take up a good cover position behind the blue car, allowing you to look north.

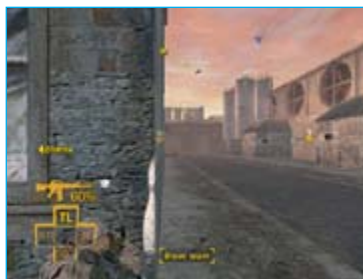


Charlie Team: Place the Fire Cursor over the tingos and eliminate both of them.

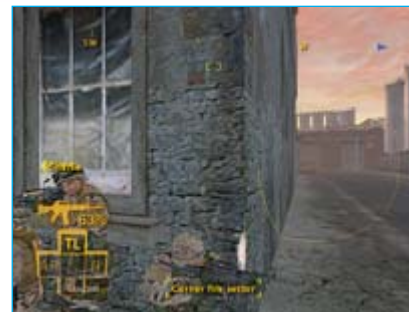


Bravo Team: Head north to the next corner, granting you full view of the street as it turns west.

Bravo Team: The street offers up three tingos. One is on the south side at the end, another on the north side about halfway down. The third is a sniper, positioned at the very end of the street on the second story of a building.



Bravo Team: Lay down suppression fire on the south-side tango and the sniper.



Alpha Team: While Bravo Team covers two of the tingos, order a bound north to the station wagon, suppressing the tango on the north side of the street.



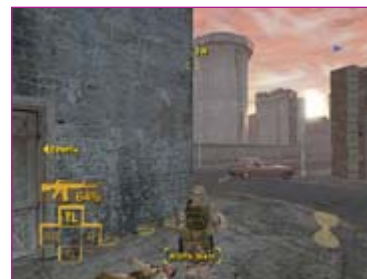
CAUTION

Never send Charlie Team into a situation with a free-roaming tango. All it takes is one stray bullet to kill a Ranger and end the mission.



Charlie Team: Alpha and Bravo Teams have all three tingos pinned, so run to the dumpster between the fire teams and shoot the three tingos.

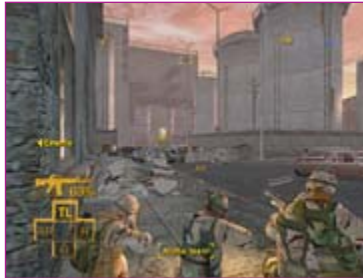
Alpha Team: The area conceals one remaining tango. Head down the street to the west, and take up a corner position looking south.





CHAPTER 16: MISSION 10. REFINERIES

Alpha Team: The last tango hides behind the rubble pile in the middle of the street to the south. Lay down suppression fire to keep him pinned while Charlie Team moves into position.



Charlie Team: With the tango covering, run west and take up cover at the station wagon, near the hood.



Charlie Team: Bring up the Fire Cursor and shoot the tango at the rubble.

All tangos are down. Send the three teams west.



The street turns north. The warehouse comes into sight at the end of the avenue, so direct the three teams to the north, completing the mission.

CO-OP BRIEFING

The two fire teams must work together to eliminate the horde of tangos running around the streets and alleys in the first third of the mission.

- There are no targets in this mission that absolutely must be eliminated by the M203, so you can use these grenades to trash the tangos on the street.
- Do not attempt a frontal assault on the tangos behind the sandbags, near the first objective point—the secondary Ranger rendezvous. Always have at least one team approach from the west, catching the tangos by surprise.
- Each team has six smoke grenades, so make good use of them as you near the Rangers' pinned position to hide movements from enemy eyes.
- Always confirm over your headsets that tangos are pinned down before sending in the Rangers (Charlie Team) to clean up. If you lose one Ranger, the mission ends.



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MISSION 11: LAST STAND

MISSION BRIEFING

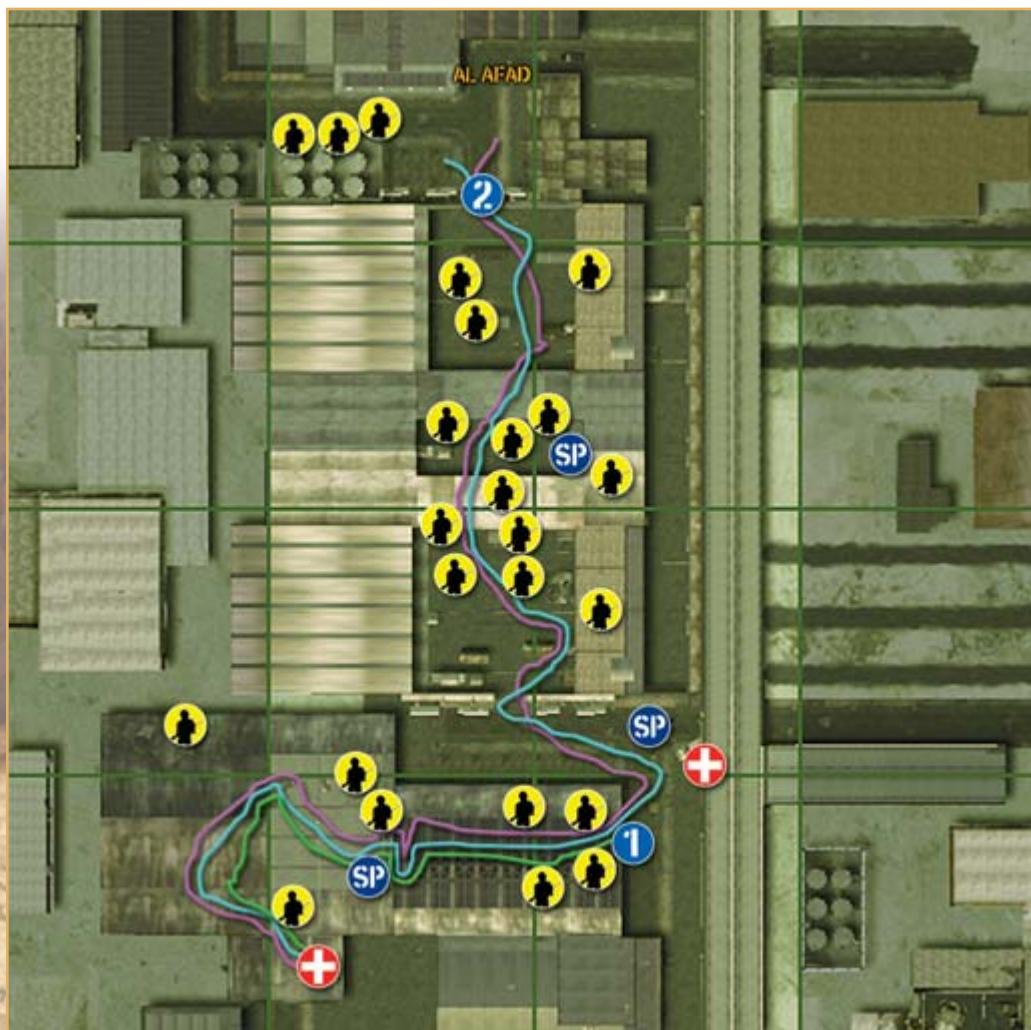
This is it—your chance to snare the “Lion of Khyber” and bring a definitive end to the initial phase of the ground war in Zekistan. Should Al Afad escape, it could take months to relocate him, so the fire teams must strike quickly.

The hostages from the JSTAR crash are currently being used as a human shield, held captive in the SUV carrying Al Afad to the north. The fire teams must move through the warehouse complex and head off the SUV before the ZLF does anything desperate with the survivors. Fortunately, the fire teams are still in the company of the Rangers, whose sniping skills will make passage easier.

Once the hostages are free, the fire teams must pursue Al Afad from the south while other teams try to converge from all other sides, putting a final squeeze on the terrorist dictator. Don't count on an easy hunt, though. Al Afad has dispatched his toughest Militia Guards throughout the train yard north of the warehouse. With many places to hide and fire on the teams, the men must be smart and remain frosty—they fought too hard and too long to lose the battle here.

LEGEND

- OBJECTIVE
- SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CHARLIE TEAM ROUTE
- CASEVAC





CHAPTER 17: MISSION 11. LAST STAND

MISSION TACTICS

OBJECTIVE 1: RESCUE HOSTAGES

Intelligence has confirmed the location of the hostages: south of the Zafarra train yard. Before you can rescue the hostages, you must work your way through a ZLF-infested warehouse complex. Most of the terrorists in the warehouse have had time to dig in, so you need to work in tandem with the Rangers to rout them. Keep the targets pinned down while the Rangers move into position.

You begin at the south entrance of the warehouse complex that you reached at the end of your previous mission. A CASEVAC has been established at this site, should one of your men get wounded or you need to restock ammunition.



Alpha Team: Head north, into the warehouse through the door ahead. There are no tangers in this initial hallway, so don't sweat any initial resistance.



Alpha Team: Take up a corner position to the west, allowing you full view of the warehouse space to the north. The warehouse is full of steel rod bundles, girders, and debris piles—many places to hide.

Alpha Team: There is also a system of catwalks along the top of the warehouse. The first tango is waiting up on the catwalk above the opposite end of this first warehouse space.



Alpha Team: From this corner position, order a bound to the bundle of steel rods to the west. Direct your rifles to the north.



Alpha Team: While you move into position, another tango starts running into the area to attack you from the ground. Your suppression fire takes down both tangers.

Alpha Team: There is another bundle of steel rods to the northeast of your position that allows you to look into the eastern part of the warehouse.



TIP

Try to keep the teams—Alpha, Bravo and Charlie Teams—together while infiltrating the warehouse so you can engage the enemy with them during a firefight.

Alpha Team: Two tangers wait in the next room. One is hiding behind some steel rods while the other is behind a pile of debris. The Rangers are best suited to handle these dug-in threats.



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Charlie Team: Move up to the south corner of the door looking into the eastern room.



Charlie Team: Target the tango behind the steel rods and open fire. The tango behind the debris is a little cagier, so you may not be able to tag him.



Alpha Team: Head to the corner where Charlie Team is situated.



Alpha Team: Now, scoot to the east, moving behind a stack of crates at the entrance of the next room.

Alpha Team: A tango hides behind a bundle of steel rods to the south of the crates.



Alpha Team: Keep this tango in check so Charlie Team can move in for the kill. Bound to the steel rods behind you, to the north. Point your weapons at the tango.



Alpha Team: As soon as you are in position, cease fire and immediately switch to Charlie Team.





CHAPTER 17: MISSION 11. LAST STAND

Charlie Team: Take up position at the edge of the crates and shoot the tango at the steel rods to the south.



Alpha Team: Lay down suppression fire on the four tongs. This keeps them down so Bravo Team can move into position.



Clearing this tango opens up a save point to the west.

Bravo Team: While Alpha Team suppresses, leapfrog them by running north to the next bundle of steel rods.



After using the save point, move all three teams into the next hallway.



Bravo Team: Once safely behind cover, suppress the tongs to the west.

Alpha Team: Take cover at the steel rod bundles so you can look into the last warehouse space to the west.



Alpha Team: Cease fire and back off, falling south. Charlie Team needs that cover position.



Alpha Team: Four tongs are spread out behind different objects on the west side of the room. This calls for the Rangers, but first, you must move farther into the room and pin the tongs.

Charlie Team: Once Alpha Team vacates the steel rods, move up and get situated. Draw up a Fire Cursor and nail all four tongs.



==FULL SPECTRUM== WARRIOR

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Bravo Team: Cease fire at once. With all four tangeros down, the warehouse is clear and you can move to your next objective point.



Send all three teams east, through the final section of the warehouse, and through the west door.



Outside, you get a visual of the hostages, standing between you and Al Afad. Since Al Afad knows you cannot attack with the hostages present, he hops into his SUV and speeds away. A train car interrupts any chance for immediate pursuit.

Your teams approach the hostages, who are in good condition. Now that Al Afad and his vehicle have been identified, your commanding officer has designed a last operation to surround Al Afad. Your men will attack from the south while other teams move in from the north and east.



OBJECTIVE 2: LOCATE AL AFAD

Now that the hostages are accounted for, it's time to concentrate all efforts on surrounding and eliminating Al Afad—an action that would choke the will of his ZLF thugs. Other teams are trying to squeeze Al Afad from the north and east, so you must come from the south, through a train yard. Unfortunately, the yard is fully stocked with - sure-shot terrorist troops.

At this point in the mission, the Rangers break off from your teams, leaving you with only Alpha and Bravo Teams. A CASEVAC truck rumbles up to your current location, so replenish your ammo and get ready for one last push.



Once your men have full ammo stocks, run for the entrance to the train yard to the northwest. Position one team on each side of the gate.





CHAPTER 17: MISSION 11. LAST STAND

Alpha Team: Enter the yard and take cover at the crates to the immediate east. A train rushes into the yard, trying to distract you, but ignore it.



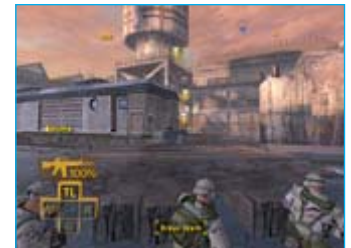
Alpha Team: The first tango in the yard appears on the catwalk to the east, high above your current position. Draw up a Fire Cursor and eliminate him.



Bravo Team: Enter the train yard and pass Alpha Team, heading northeast. Settle in behind a stack of girders, giving you a full view of the water tower to the north.



Bravo Team: Three tangos appear at the water tower. One is at ground level, the second stands on the scaffolding halfway up, while the third is on the platform at the top of the tower.



Bravo Team: You can neutralize all three tangos with one shot, so pull out the M203. Target the tango at the top and let it fly. The resulting explosion sends debris on the bottom two tangos, killing all three.

Alpha Team: Leapfrog Bravo Team to the rear of the train sitting on the tracks nearest you.



Alpha Team: Now, move up to the pile of wooden beams so you can get a visual on two tangos to the west. One is behind an old train car, the other is on the catwalk in the northwest corner.



Alpha Team: Bound to the center of the water tower, guns blazing to the west. This kills the tango on the catwalk before he begins shooting.



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==FULL SPECTRUM== WARRIOR

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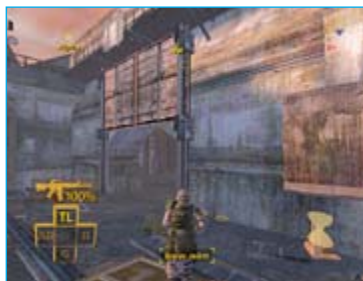
Alpha Team: Once you are at the water tower, lob a frag grenade toward the tango at the train car. The kill radius is just enough to shatter the tango. This area of the train yard is now clear.



TIP

If necessary, return to the CASEVAC site and restock your ammo.

Bravo Team: Head north to the next area of the train yard, stopping at the corner of the gate.



Bravo Team: From the gate, bound to the north, settling behind the pile of beams. Point your guns to the east, raising them to the second story. A tango lingers on the catwalk just above your position as you enter.

Bravo Team: When you enter the area, enemy RPG fire streaks the sky. The volleys seem random, born of desperation. Three tangos rush the area on catwalks above your position, to the north.

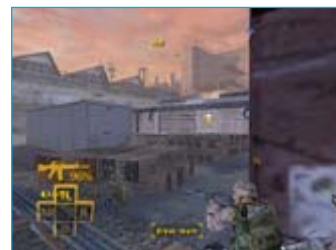


Bravo Team: The haphazard RPG fire kills one of their own tangos, but you must specifically target the other two with a Fire Cursor.



When the three tangos on the catwalks are down, the area is clear and a save point appears. Send both teams north, through this section of the train yard, and get into position on each side of the gate to the last portion of the yard. Watch out—a tango rushes through the gate as the teams approach. Be prepared to take him down!

Bravo Team: From the gate, head north to the boxcar, taking up a corner position to the west.



Bravo Team: A tango appears to the north. Don't open fire, though. Unaware of his surroundings, the tango is flattened by a train car entering the yard.



CHAPTER 17: MISSION 11. LAST STAND

Bravo Team: Another tango runs into the yard and takes up cover behind a wooden crate to the northwest.



Alpha Team: As you slide into position behind the beams, shoot the tango before he can zero in on you.



Bravo Team: RPG fire kills the tango, but just in case it doesn't on your run through the yard, use the M203 to eliminate him.



The entire train yard is clear. Al Afad's SUV has been confirmed in the road to the north, so hustle up to the corners of the gate leading north.

Alpha Team: Join Bravo Team at the corner of the boxcar.



Alpha Team: One last tango remains in the yard, on the catwalk to the east. He's hiding just out of view, behind the large silo.



Alpha Team: Order a bound to the pile of beams to the north. Direct your guns to the east, targeting the tangos behind the silo.



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FULL SPECTRUM WARRIOR

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OBJECTIVE 3: ELIMINATE AL AFAD

You have Al Afad cornered, but only for a moment. His black SUV is to the north of the train yard, a prime target for an air strike. If you can get close enough, one of the teams can call in the coordinates for the air strike and eliminate Al Afad. However, the teams must move fast. If Al Afad is given any wiggle room, his SUV will melt into the city and the mission will end in failure.

Alpha Team: Run north, into the street, and take cover behind the pile of wooden beams.



Alpha Team: Order suppression fire to the west immediately, as three tangeros appear from the end of the street. You do not have time to ensure they all go down, but the suppression fire should cover them.



Bravo Team: Time is of the essence, so as soon as Alpha Team starts suppressing the western tangeros, run into the street to the north.

Bravo Team: Call up the Air Strike Cursor and point it to the north, near the chain-link fence. Al Afad's SUV is clearly visible. When the cursor is green, you're good to go. Call in the strike.



Helicopters appear over the street and rain Hellfire missiles down on the SUV, leaving no chance for Al Afad to survive. Mission accomplished.

CO-OP BRIEFING

Al Afad's last stand at the train yard presents some good opportunities to team up and quickly cut through lines of enemy troops. Always cover each other against terrorists lurking above you on the catwalks.

- When you are working alongside the Rangers in the first third of the mission in the warehouse, you can always resort to your M203 to eliminate terrorists. Just save a couple M203 grenades for use at the water tower in the train yard.
- Even though the terrorists have a tendency to do themselves in at the train yard (step in front of a train, blow each other up with RPG fire), always target and shoot. If they get even one shot off, there's a chance it will connect.
- Before you head into the final part of the mission (calling the air strike down on Al Afad), coordinate who is going to do what. If one team does not have those tangeros covered from the west, the other team can get cut down before the strike can be launched.



CHAPTER 18: EPILOGUE 1: COMMUNICATION BREAKDOWN

EPILOGUE 1: COMMUNICATION BREAKDOWN

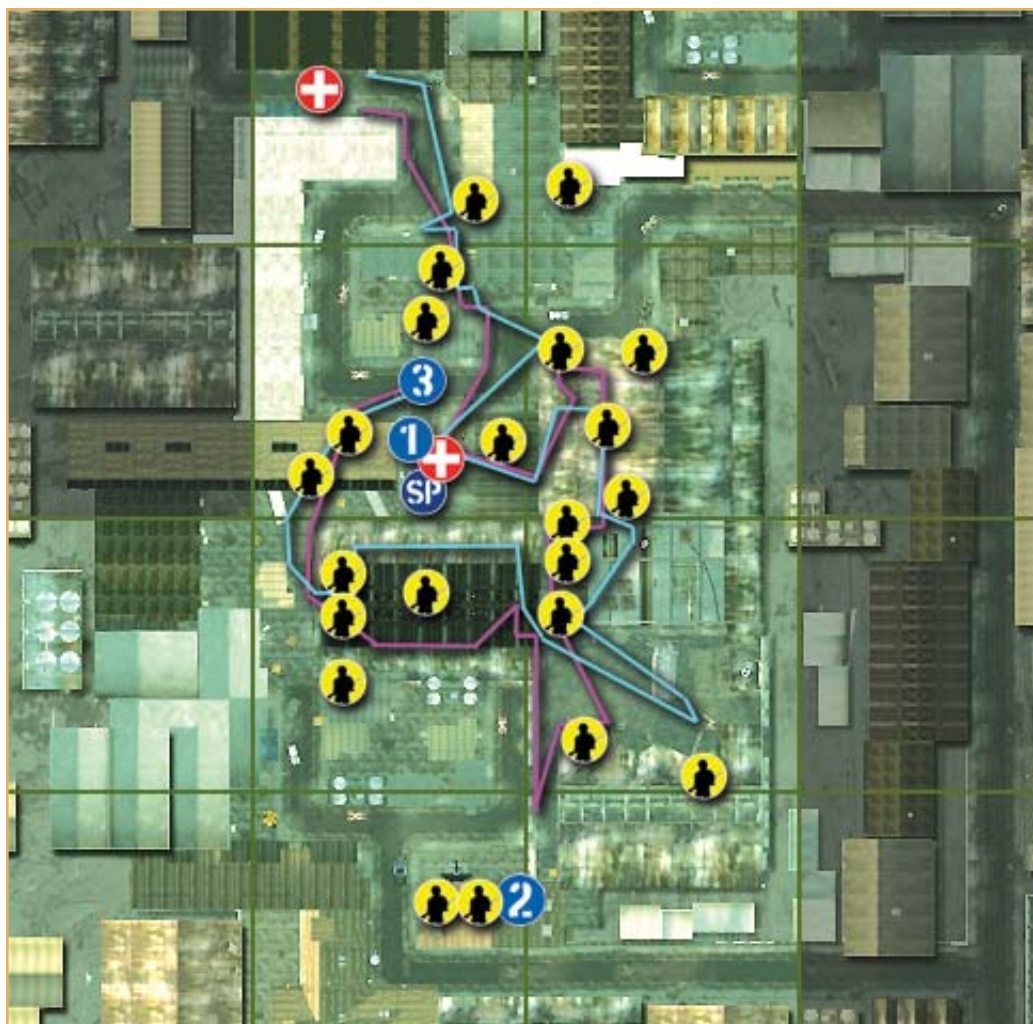
MISSION BRIEFING

Only hours after Al Afad's termination, the city has fallen into total chaos. The insurgency is being led by Al Afad's eldest son, Al Hamal. Coded operation transmissions are being sent out to Al Afad's Black Brigade via a radio tower in the Al Said district. The radio transmitter is operated by Al Afad's brother, Colonel Zemir. To halt the erupting violence, the transmission tower must be destroyed.

NOTE

Epilogue missions 1 & 2 were originally released over Xbox Live, and mission 3 is a PS2 exclusive picking up the story line just after the fall of Al Afad. On the PS2 version, these missions are unlocked once the solo campaign is complete.

As expected, the streets of the Al Said district are crawling with Black Brigade insurgents looking for revenge. Alpha and Bravo must move south and establish a new CASEVAC site prior to setting out for the transmission tower. Advance slowly and watch for tangeros positioned on rooftops. Once within visual range of the transmission tower, it will be destroyed with an air strike—make sure both teams clear the area before the bombs fall.



LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CHARLIE TEAM ROUTE
- CASEVAC



==FULL SPECTRUM== WARRIOR

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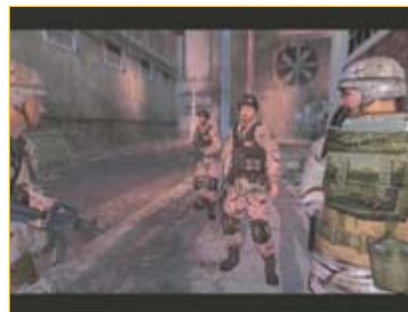


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MISSION TACTICS

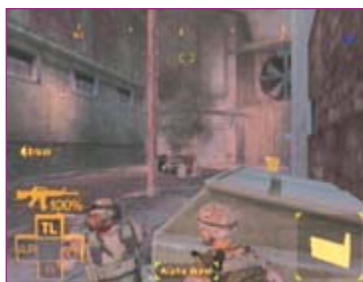
OBJECTIVE 1: STREET SWEEP

The mission begins north of the transmission tower. However, before advancing on the tower, Alpha and Bravo teams must clear the streets to the south and establish a new CASEVAC site.



Captain John Starks of Ranger battalion Mike 2/5 gives both teams a situation report, stressing the need to take out Al Afad's Black Brigade transmission tower to the south.

Alpha Team: Take a corner position to the east of Alpha's starting point, overlooking the street running north/south. There's a sturdy crate at the corner capable of withstanding any incoming rounds.



Alpha Team: At the crate, turn south and bring up a Fire Cursor over the two tangoes further down the street. One is in an alley to the south and another is on a rooftop to the southeast. Alpha needs to provide cover while Bravo scoots down the street.



Bravo Team: While Alpha covers, rush to the east and take cover behind the wrecked car. Once in position, turn south and look for a third tango on a distant rooftop directly to the east. Draw a Fire Cursor on this tango to take him down.



CAUTION

Before moving Bravo, make sure Alpha's Fire Cursor is elevated above street level to prevent a friendly fire incident.



Bravo Team: Now move down the eastern side of the street and take a corner position just below the rooftop tango to the southeast. Don't worry—the tango in the alley can't hit you as you move to the

east and Alpha is keeping the rooftop tango pinned.

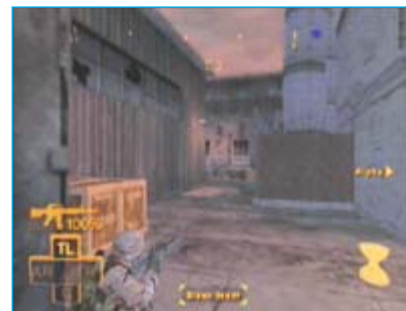


Alpha Team: When Bravo has reached their cover on the east side of the street, bound to the car on the west side. Keep your rifles aimed at the rooftop tango across the street during the movement.

From the car, use

suppression fire against the tango on the roof. Remember to keep the Fire Cursor elevated to avoid hitting Bravo.

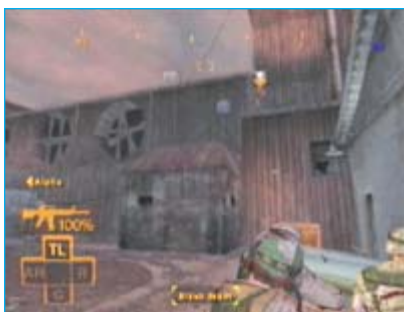
Bravo Team: Creep up to the next corner to the south. This causes the tango in the alley to retreat. Don't worry, you'll get him soon enough.



CHAPTER 18: EPILOGUE 1: COMMUNICATION BREAKDOWN



Bravo Team: The rooftop tango needs to die next. Turn west and spot the nearby dumpster. Move the team to the western side of the dumpster. Alpha's suppression fire will keep the tango pinned.



Bravo Team: At the dumpster, immediately turn east and put a Fire Cursor over the rooftop tango to take him out.

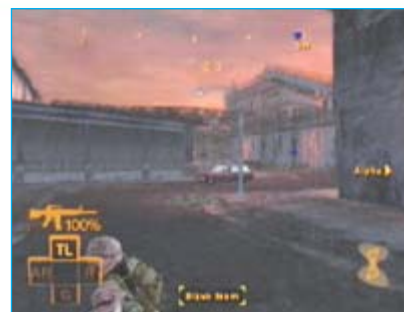
Bravo Team: Move east into the alley where the other tango was once positioned. Approach the eastern corner to find him hiding behind a dumpster. Use the M203 to blast him quickly before he can retreat again.



Bravo Team: Cross the alley running east west, and move to the next southeast corner. From here spot the next corner across the street, just across from the blue car parked next to the street light. Order a movement to this corner with the team leader facing west.

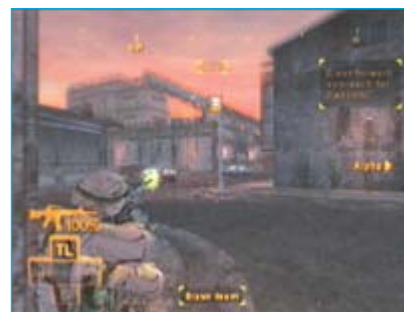


Bravo Team: As Bravo crosses the street, peer to the south to spot the objective point. The area is well defended by a rooftop machinegun nest and a sniper.



Bravo Team: At the corner, open fire on the machine gun nest to the south first. You've flanked his position so you don't need to worry about taking return fire.

Bravo Team: Next, look for the tango on the roof to the southwest. Place a Fire Cursor over him before he can take up a firing position. Killing this tango secures the area causing a save point to appear to the south near the objective point.



The CASEVAC truck can now make it to the objective point. Move both teams to the new CASEVAC site and stock up on ammo.

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==FULL SPECTRUM== WARRIOR

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The save point can be found just south of the CASEVAC. Make your SitRep before continuing.

OBJECTIVE 2: DESTROY THE RADIO TOWER

It's time to assault the radio tower located to the south. The tower can be reached by moving through either the eastern or western warehouses



Move both teams into the warehouse just east of the CASEVAC.

Alpha Team: Move along the crate just next the hallway entrance to the east. Take the corner position so you can peek into the adjacent hallway.



Alpha Team: At the corner, turn north and put a Fire Cursor over the tango on the catwalk at the far end of the building. He won't know what hit him!



Alpha Team: Move down the hall and take a corner position on the right. Look for this stack of wood to the northeast. Move to this position with the team leader facing south.



Alpha Team: Moving to the stack of wood causes a stir to the southeast. Locate the tango and blast him before he can seek cover.

Bravo Team: Traverse the same hallway Alpha cleared, then take a corner position right next to them along this railing.



Bravo Team: Turn to the east and locate this small stack of wood. Move to the north side of this low stack.

Bravo Team: Once behind cover, turn southeast and ventilate a tango in the distance.





CHAPTER 18: EPILOGUE 1: COMMUNICATION BREAKDOWN

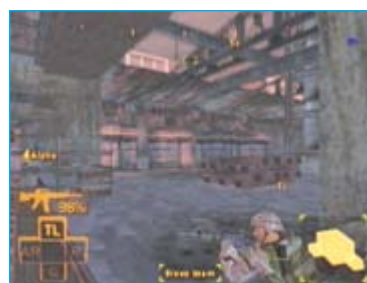
Alpha Team: There's one more tango in the northern end of the warehouse. You need to take him out before moving south. Move around the stack of wood, creeping first west, then north.



Alpha Team: At the northwest corner of the stack, turn east and spot another tango on a catwalk. His lack of cover makes him an easy target.

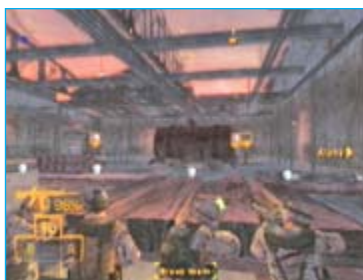


Bravo Team: It's safe to move south now. Work your way along the southwest side of the warehouse moving from one piece of cover to the next until you reach the concrete wall.

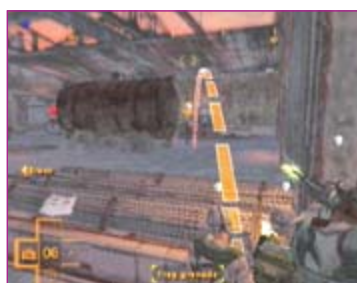


Bravo Team: Take a corner position against this wall. To the southeast is another low stack of wood. Move to the eastern side of this stack.

Bravo Team: Once behind cover, turn west and open fire on the three tangoes. One is in the southwest corner and two are near a large industrial storage tank to the west. You may be able to hit one of the tangoes near the storage tank, but the other two are behind decent cover.

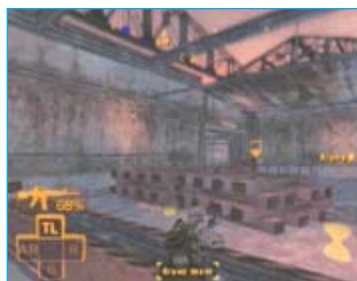


Alpha Team: Advance through the northern half of the warehouse and move toward the concrete wall to the southwest. Move north, taking cover behind the pile of steel rods.



Alpha Team: From this position you can hit the tango hiding behind the large storage tank. If you can't hit him with gunfire, toss a frag along the northern side of the tank.

Alpha Team: Move to the downed tango's position along the northern side of the storage tank and open fire on the last tango hiding behind a few crates to the southwest. Pin him with suppressive fire.



Bravo Team: While Alpha suppresses, rush to the next stack of wood to the southwest.

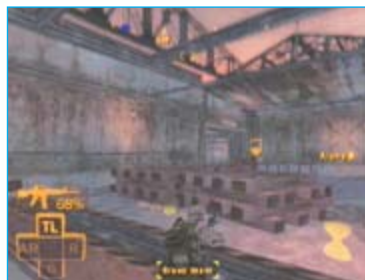
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==FULL SPECTRUM== WARRIOR

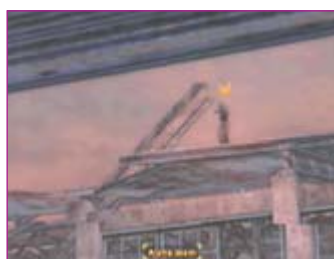
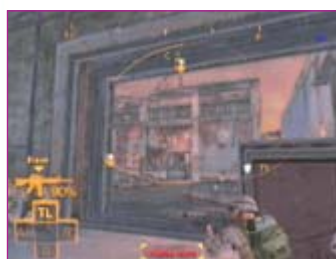
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Bravo Team: Closing in on the tango may cause him to attempt a retreat, but as soon as he pops out of cover, he's toast. If he doesn't budge, toss a grenade at his position. When he's down, take a corner position at the exit to the southwest.



Alpha Team: Move along the western side of the warehouse and take cover behind this large crate directly in front of the southern exit. From this spot you can see two tangos: one on a rooftop to the south and another in a demolished warehouse to the southeast. Open fire on the rooftop tango first.



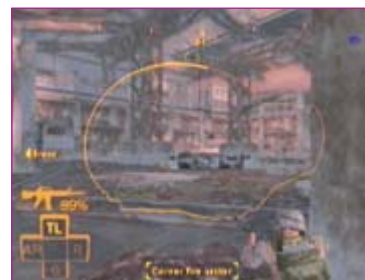
Bravo Team: Take another corner position at the warehouse exit and open fire on the tango to the southwest.

Alpha Team: While Bravo provides cover, move to the pile of steel rods just outside the warehouse exit.

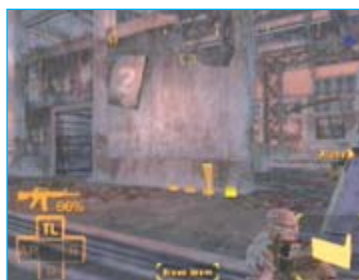


Alpha Team: From the steel rods, turn to the southeast and move to the large entrance of the demolished warehouse. Take a corner position at the large western opening.

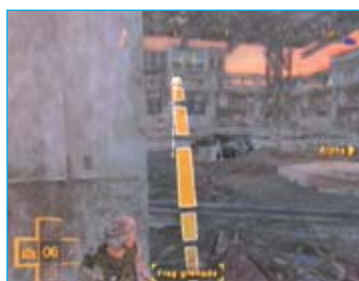
Alpha Team: Once in position, open fire on the tango hiding behind a pile of rubble to the southeast. Use suppressive fire to keep him pinned.



Bravo Team: From the warehouse exit, move east and take cover at the base of this destroyed tower just north of the demolished warehouse's large opening.



Bravo Team: If you need to get closer to flank the tango, move to the eastern side of the demolished warehouse's large opening. Take a corner position at the opening so you can see inside.



Bravo Team: You're finally close enough to take out this tango with a frag grenade. If he tries to run, Alpha will cut him down.



CHAPTER 18: EPILOGUE 1: COMMUNICATION BREAKDOWN

Alpha Team: End the suppression fire and turn around, facing west. Move to the corner of the demolished warehouse and peer down the alley to the south. The radio tower is near! Move toward the opening in the wall to the southwest.



Alpha Team: Take a corner position along this crate so you can scan the street to the south.



Alpha Team: From the crate, turn southwest to spot the radio tower. A tango with an RPG is guarding this building from a catwalk. Gun him down before he can fire a rocket in the team's direction.

Alpha Team: After downing the RPG tango, you're informed on an incoming air strike. Pull back into the alley to avoid getting hit by the incoming bombs striking the radio tower. Good work! Now it's time to get out of here.



OBJECTIVE 3: EVACUATE

With the radio tower demolished, move to the evacuation point near the CASEVAC site. This area can be reached by moving through either the eastern or western warehouses.

TIP

It's easiest to retrace your steps through the eastern warehouse since you just cleared it. But it's not totally safe. Three new tangers have taken up positions inside: two along the northern catwalk and one hiding to the west. If you want more of a challenge, follow the walkthrough to assault the western warehouse.



Move both teams toward the warehouse to the northwest. More tangers are inside so be prepared for another indoor firefight.



Alpha Team: Enter the hall and move toward this corner.

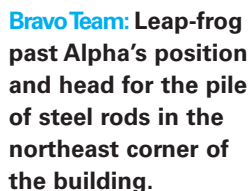
Alpha Team: At the corner, turn west and open fire on a couple of tangers. If you're quick, you can hit the closest one while he's running. But the one to the far west is behind cover. A third tango is present, but can't be seen from this position.



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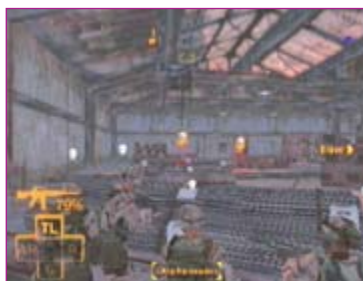
Bravo Team: If Alpha didn't get the running tango earlier, Bravo can hit him from this spot.



Bravo Team: Keep moving, this time toward the next stack of steel rods along the northern side of the building. Locate the two tangos to the west—use suppressive fire to pin them.



Alpha Team: With Bravo providing cover, dash to the stack of steel rods on the southern side of the building.



Alpha Team: Once in position, use suppressive fire to keep the two tingos pinned while Bravo flanks them.



Bravo Team: Rush along the northern side of the warehouse and take cover behind the next stack of steel rods.



Bravo Team: Immediately open fire on the two tangos. One tries to flee, but is cut down by the crossfire. Still, the other tango is well covered.



Bravo Team: Locate the low stack of wood beams to the south and take cover behind them.



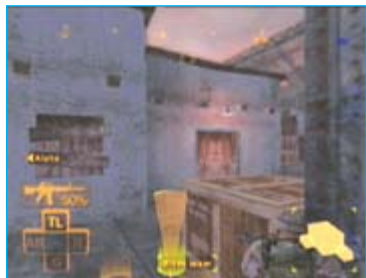
Bravo Team: You're in grenade range now. Blast the stubborn tango from his cover.



This warehouse is now clear. Order Alpha to end their suppressive fire immediately, then move both teams toward the western exit.

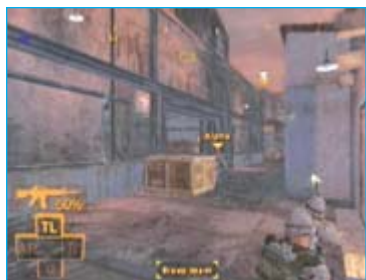


CHAPTER 18: EPILOGUE 1: COMMUNICATION BREAKDOWN

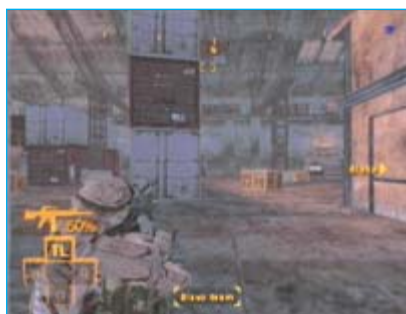


Bravo Team: Move to the northern side of the exit and creep up along these crates outside.

Bravo Team: Bound to the northwest corner across the alley. Keep your rifles pointed south and elevated while moving. A rooftop sniper is in the vicinity.



Bravo Team: While moving to the corner, the sniper comes into view. Fortunately, the team gets the jump on him.

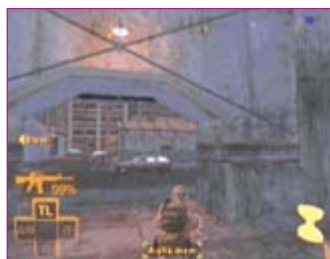


Bravo Team: At the corner, turn to the north and place a Fire Cursor on the catwalk just ahead.

Alpha Team: Exit the warehouse and turn north. Take a corner position just opposite of Bravo.



Alpha Team: While moving, watch the catwalk ahead for a tango. Use the Fire Cursor to direct the team's rounds into this last threat.



Alpha Team: Cautiously move to the north and take a corner position in this archway. The evacuation point is just on the opposite side of the blue car to the northeast—near the CASEVAC site.



Move both teams to the evacuation point where Captain Starks is waiting. This completes the mission.



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EPILOGUE 2: SEARCH AND DESTROY

MISSION BRIEFING

Prior to the air strike on his radio tower, Al Hamal escaped, moving deeper into the northwest district of Al Amir. Reports confirm he's established a secure perimeter around one of Al Afad's palaces, fortifying the position with Black Brigade remnants and insurgents.

For this “off-book” operation, Alpha and Bravo have been granted a Ranger detachment (Charlie Team) to help hunt down and terminate Al Hamal's command. Before moving into the Al Amir district, Charlie 90 is tasked with clearing the forward area of Black Brigade anti-aircraft batteries.

LEGEND

1 OBJECTIVE

SP SAVE POINT

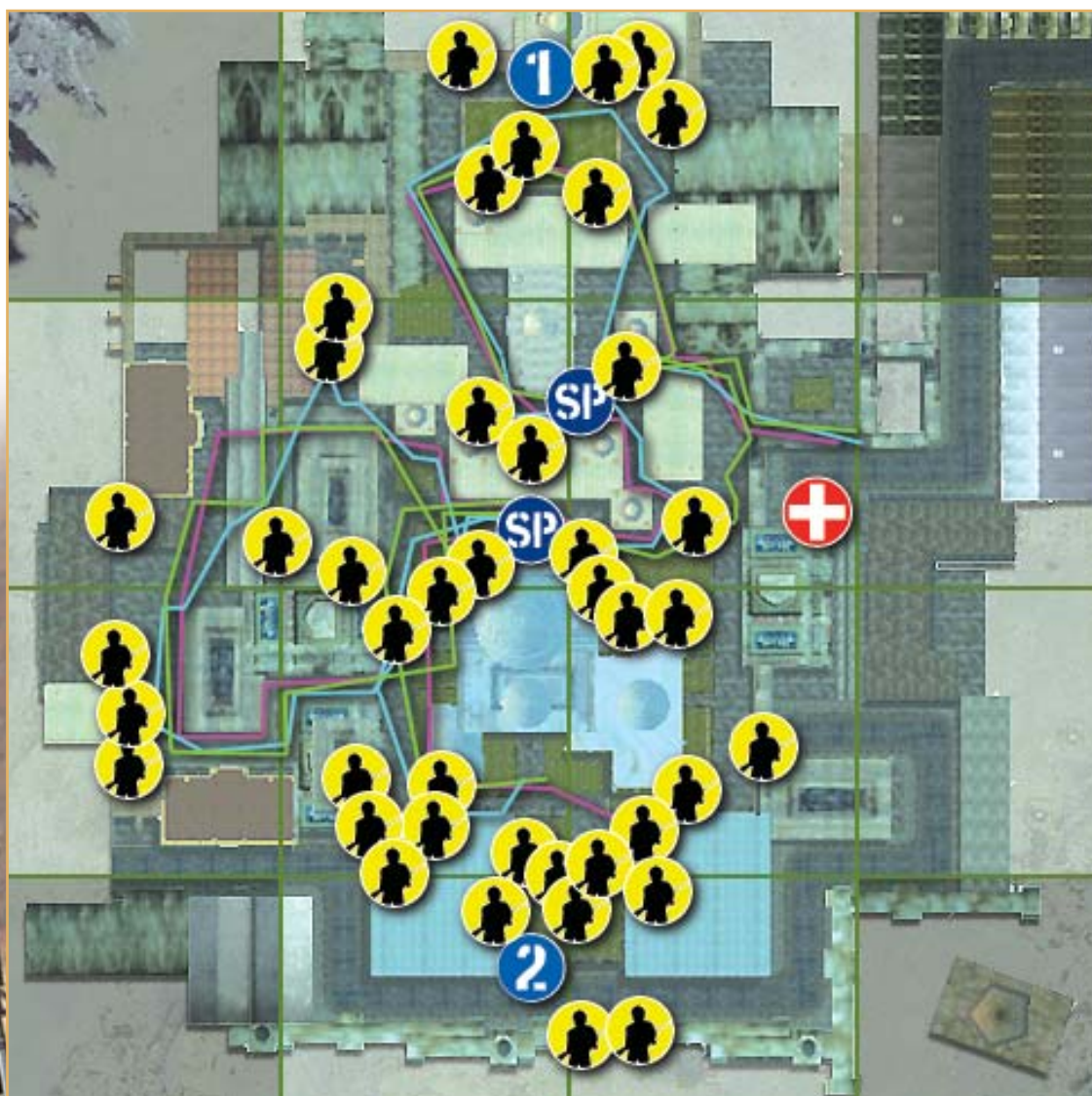
ENEMY SOLDIER

ALPHA TEAM ROUTE

BRAVO TEAM ROUTE

CHARLIE TEAM ROUTE

CASEVAC



CHAPTER 18: EPILOGUE 2: SEARCH AND DESTROY

MISSION TACTICS

OBJECTIVE 1: LOCATE AA BATTERIES

Before going after Al Hamal, the teams must locate and clear the area around the Black Brigade's forward AA batteries. Once this task is accomplished, the AA positions will be shelled with artillery, clearing the path for air operations in the Al Amir district.



Captain Starks and an unfamiliar civilian inform the teams of their objectives. The primary goal is to terminate Al Hamal's command "with extreme prejudice."



Alpha Team: Move west, to this archway, and take a corner position on the southern side.



Alpha Team: At the corner, you'll see a large courtyard (and a station wagon) to the south. Place a Fire Cursor over the station wagon to cover this area—a tango is patrolling the courtyard beyond.

Bravo Team: Move through the western archway and take a corner position on the northern side, right next to Alpha. At the corner, turn to the northwest and spot the next corner at the entrance to an alley.



Bravo Team: Take a corner position at the alley and place a Fire Cursor to the west—a tango is patrolling the alley, walking back and forth beyond the dumpster.



Charlie Team: Move to Bravo's previous position in the western archway next to Alpha. From there, turn north and look for a stone planter in the alley near Bravo's position.

Charlie Team: Rush to the eastern side of the planter, then turn west to scan the alley. The tango patrolling at the end of the alley will be cut down by either Charlie or Bravo's fire.



Charlie Team: If Alpha hasn't taken out the tango in the courtyard, turn south. The gunfire causes the tango to investigate making him an easy target for Charlie.



Bravo Team: While still covering the western alley, toss a smoke grenade at the far end. Make sure it lands on the southern side of the dumpster.

#

CHAPTER 18: EPILOGUE 2: SEARCH AND DESTROY



Alpha Team: Catch up with Bravo and Charlie. Take a corner position on the eastern side of the northern alley, just behind Charlie.

Bravo Team: When there are no more tingos visible to the north. Rush down the northern alley and take cover along the eastern side of this dumpster.

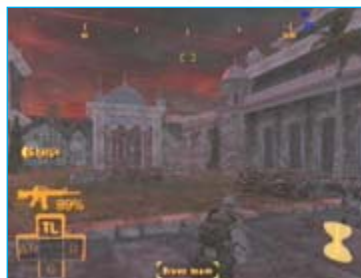


Bravo Team: The dumpster provides excellent protection from the two tingos at the western end of the large courtyard. Open fire on the tingos and use grenades if necessary.



Alpha Team: When Bravo has eliminated the two tingos in the courtyard, move down the northern alley and look for the nearby planter to the northwest.

Alpha Team: Move to the eastern side of the stone planter and immediately place a Fire Cursor on the small domed structure in the center of the courtyard—a tango may be hiding inside.



Bravo Team: While Alpha pins any resistance to the west, rush to the stone planter on northern side of the courtyard.

From the eastern side of the planter, open fire on the courtyard's central structure to neutralize any tingos hiding nearby.



Alpha Team: Once clear of tingos, rush to the southern side of the central structure.



Alpha Team: Creep to the western corner until you can spot a tango on the palace wall to the north. Open fire to take him out before he can retaliate. If you're not quick, he'll pin the team.

Charlie Team: If Alpha is pinned by the tango on the northern wall, advance to their position, then take cover behind the sandbags to the north. From this spot you can easily pick off the last tango.



==FULL SPECTRUM== WARRIOR

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Once the courtyard is secure, a radio transmission orders all teams to move out of the area. Locate the blue objective marker to the west and move all teams to this covered area.



When all teams are out of the courtyard, artillery shells slam the AA batteries along the palace wall.



Move all teams to the next objective marker to the southeast and locate the save point. There are no tangos in the area so don't worry about getting surprised.

TIP

The save point is pretty close to the CASEVAC site at the mission starting point. If any teams are low on ammo, take the time to restock now. There are no more CASEVAC sites beyond this point.

OBJECTIVE 2: LOCATE TANK COLUMN

Al Hamal is still at large, but command is now ordering Charlie 90 to clear the area around a tank column to the south. When all tangos are eliminated, an Apache will clear out the tanks.



Charlie Team: From the save point, turn to the northeast and approach the alley leading back to the mission's starting point.

Charlie Team: Move through the alley and, at the corner, locate the stone base of a large pillar to the southeast—this is the same position Alpha held at the start of the mission.



Charlie Team: Take a corner position at the base of the pillar and place a Fire Cursor over the domed structure in the courtyard to the south. Make sure the Fire Cursor covers the rooftop.



Alpha Team: Back at the save point, turn to the southeast and approach this corner.

Alpha Team: Move down the short alley to the south and take a corner position at the wall straight ahead.



CHAPTER 18: EPILOGUE 2: SEARCH AND DESTROY

Charlie Team: Moving Alpha toward the courtyard causes two tangeros to appear on the domed roof to the south. Watch as Charlie quickly picks them off. Soon after shooting the two tangeros, an RPG rocket slams into the ground just south of the station wagon.



Charlie Team: From the station wagon, move to the stone planter to the south, seeking cover along its eastern side.



Alpha Team: From the same corner, toss a couple of smoke grenades into the courtyard. Throw one just south of the dumpster and the other south of the planter to the southeast.

Alpha Team: Wait for the smoke screen to build, then move to the northern side of the dumpster. Immediately place a Fire Cursor to the southwest, just over the blue objective marker. A tango is positioned behind sandbags in this area.



Charlie Team: As the smoke screen grows, move to the station wagon to the south and immediately aim up at the tower to the southeast to take out the tango with the RPG.



Charlie Team: At the planter, place a Fire Cursor to the southwest, covering the same area as Alpha. When the smoke clears, Charlie has a clear shot at the tango behind the sandbags, even if Alpha pins him.



Alpha Team: The courtyard is now clear. Move south, then approach this wide alley to the west.



Alpha Team: Move along the northern side of the western alley. Take cover behind the stone bench along the northern wall.

Alpha Team: At the bench, place a Fire Cursor over to the west, covering the small alley in the distance marked by a low sandbag wall.



==FULL SPECTRUM== WARRIOR

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Bravo Team: Catch up with Alpha in the western alley, but stay on the southern side, creeping west along this blue ornate wall. Move only about half way along the wall then stop.

Alpha Team: As Bravo moves west, a tango appears in the small alley to the west. Since Alpha is already covering this position, the tango should fall pretty fast. But if he manages to take cover behind the sandbags, blast him with the M203.



Bravo Team: With the tango to the west down, approach the corner and peer down the street to the south. Another tango is hiding behind a wall of sandbags. Use suppression fire to keep him pinned.



Charlie Team: Rush to Bravo's position and move just west of their firing line. Don't worry about being exposed; Bravo will keep the tango down. Immediately place a Fire Cursor over the pinned tango to take him out.



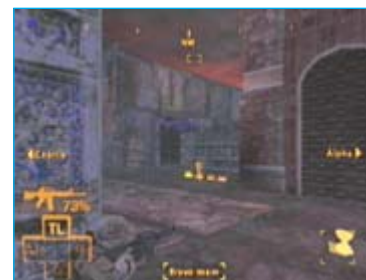
Bravo Team: Turn around and move to the north. Take cover along the north side of the square stone fountain.



Bravo Team: At the fountain, turn south and look up at the tower to the southeast to pick off a sniper.



Bravo Team: Continue moving north, into the next alley heading west. On the northern side of this alley is a wooden fence. Move to the western corner of this fence.



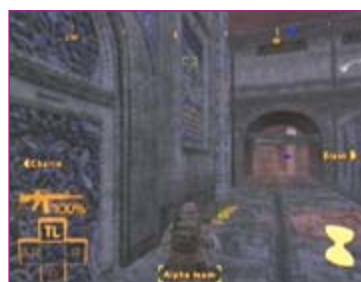
Bravo Team: Scan the adjacent alley to the north to locate a tango. Open fire on him before he can take cover. If he gets behind the car on the eastern side of the alley, toss a grenade at his position.



Bravo Team: Once the tango is down, rush over to the car and place a Fire Cursor to the north. Another tango is located further down this alley, but he's easily gunned down.



Alpha Team: Move toward Bravo's position, but pass the wooden fence and continue down the western alley.



CHAPTER 18: EPILOGUE 2: SEARCH AND DESTROY

Alpha Team: Approach the next corner and open fire on a tango positioned in the alley to the south. He may take cover behind a merchant's cart or a corner.



Charlie Team: Enter the western alley and move past Alpha's position, taking cover in the dark archway straight ahead.

Charlie Team: In the arch, take a corner position to cover the same southern alley as Alpha. If the tango at the far end is pinned, Charlie can take him out.



Alpha Team: Move west of Charlie's position, and enter the same dark archway. Take a corner position to the southwest.



Alpha Team: At the corner, scan the next alley to the south. Place a Fire Cursor over the area surrounding the dumpster.



Charlie Team: Advance down the southern alley, moving past the merchant's cart, till you reach the next corner position along the western wall.

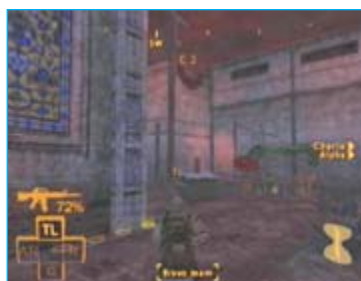


Charlie Team: At the corner, peer through the archway and place the Fire Cursor to the west to take out a tango hiding in the distance.

Charlie Team: Move west through the archway and take cover behind the dumpster (the same one covered by Alpha) moving along its northern side. Place a Fire Cursor to the southwest to cover the adjacent street while Bravo catches up.



Bravo Team: Move toward Charlie's position, traversing the same southern alley with the merchant's cart.



Bravo Team: Pass through the archway and advance past Charlie's dumpster position. Keep pressing south, approaching this corner to the southwest.

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CHAPTER 18: EPILOGUE 2: SEARCH AND DESTROY



Charlie Team: Move back to the west, taking cover behind the sandbags where Bravo took out the tango earlier. Unlike the tango, use the north side of the bags for cover.



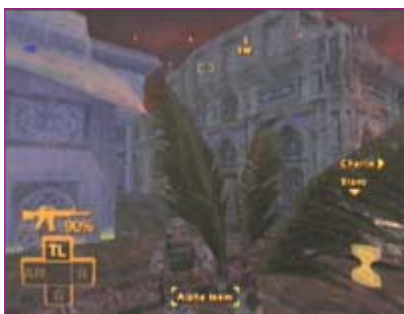
Charlie Team: At the sandbags, turn south and place a Fire Cursor on the building at the end of the street. Make sure the upper floor balcony is covered. Charlie needs to pick off several tangos in this building while Alpha advances south.

Bravo Team: Enter the street to the west and return to the alley you just emerged from moments ago, located to the southwest.



Bravo Team: In the alley, take a corner position along the southern wall and place a Fire Cursor on this corner to the southeast.

Alpha Team: Like the other teams, return to the street to the west, then move south. Take a corner position at the building on the eastern side of the street, just across from Bravo.



Alpha Team: Immediately place a Fire Cursor on the upper floors of the buildings in the southwest corner. Several tangos appear on the balcony of the southern building—Charlie picks them off as soon as they appear. Watch for another tango moving along the roof of the western building and take him down before he can flank the team's corner position.

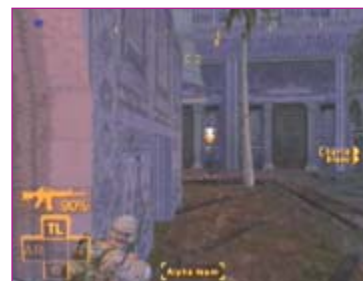


Alpha Team: Once the tango on the western rooftop is neutralized, creep along the eastern wall moving south. If more tangos appear on the balcony above, Charlie will take them out.



Alpha Team: Quickly move to the corner and peek to the east. This triggers a tango to come charging around the corner from the east. Get out of the way before he arrives!

Alpha Team: Stay along the eastern wall and move north, ducking into the doorway alcove. Once in position, place a Fire Cursor on the corner to the south. Fortunately, Bravo is already covering this corner too and will pick off the tango as soon as he moves into view.





CAUTION

The charging tango must be taken out now! If allowed to survive, he'll retreat to the east, making the final phase of the mission much more difficult and dangerous.



Alpha Team: Return to the southern corner and peer to the east to spot a tango in the distance. Open fire on his position.



Charlie Team: Rush to Alpha's position and move south of their corner, near the palm tree. Locate the tango to the east and pick him off with a single shot while he's still pinned.



Bravo Team: Leap-frog past Alpha and Charlie's position and move east along the wall to the south. The tank column is located in the courtyard to the southeast.

Bravo Team: Before reaching the corner, toss two smoke grenades into the courtyard to the east. Throw the first one as far as you can toward the red station wagon. Toss the second one just beyond the next corner.



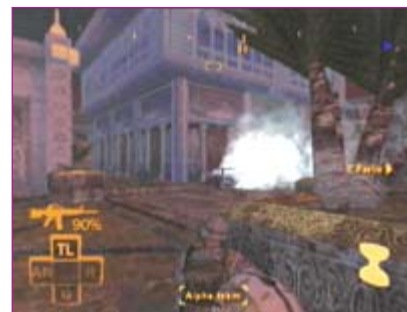
TIP

If the charging tango wasn't taken out earlier, use Bravo to deal with him now. He's hiding in a doorway alcove to the northwest, behind the planters. Toss a grenade into the alcove to eliminate this nuisance.



Alpha Team: As the smoke screen grows, locate the planters to the east. There's a line of three stone planters with small palm trees. Move to the north side of the middle planter.

Alpha Team: From the middle planter, turn southeast to spot the red station wagon. Race to the northern side of the car while the smoke is still thick.



Alpha Team: At the station wagon, place a Fire Cursor to the southwest. You probably can't see any tangoes yet, but there'll be plenty of targets once the smoke clears.

TIP

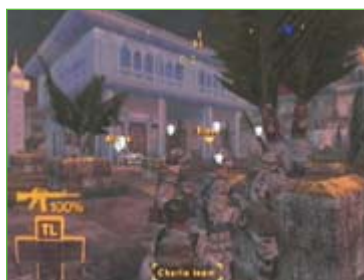
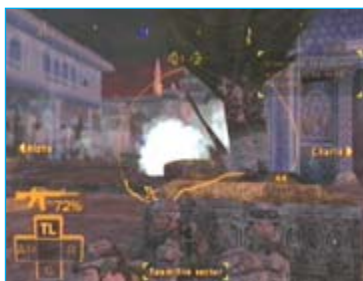
If the smoke screen thins out too quickly, simply toss more smoke grenades into the southern courtyard till all teams can get into position.

CHAPTER 18: EPILOGUE 2: SEARCH AND DESTROY



Bravo Team: Turn to the northeast and move to the westernmost planter with a palm tree. Take cover along its northern side.

Bravo Team: From the planter, turn to the southwest and place a Fire Cursor over the courtyard, including the wall to the far south—a few tangeros may appear here. As the smoke thins, both Alpha and Bravo will automatically open fire on the tangeros to the south, allowing Charlie to move into position.



Charlie Team: Rush to Bravo's position behind the westernmost planter. Prepare to move the middle planter while Alpha and Bravo distract the tangeros.

Charlie Team: At the middle planter, immediately place a Fire Cursor to the south. From this central position, Charlie can hit all the tangeros in the southern courtyard, including those on the wall. Keep shifting the Fire Cursor till all tangeros are down.



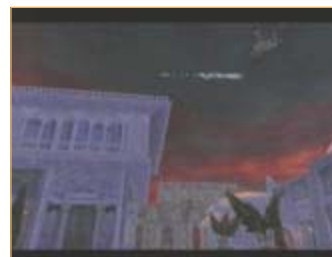
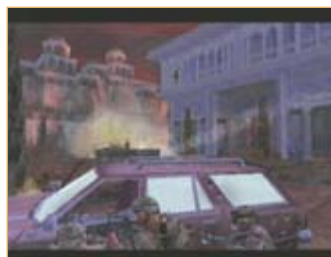
TIP

If Charlie is pinned behind the planter, use Alpha or Bravo to deploy more smoke and begin the targeting process again.

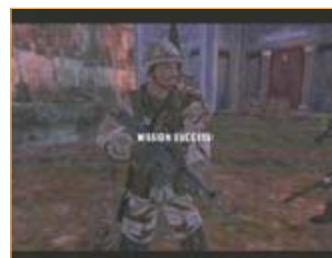
Bravo Team: As soon as all the tangeros on the ground are eliminated, move Bravo to the western side of their planter and place a Fire Cursor on the building to the southeast. A few tangeros appear on the second floor of this building and will gun down Bravo if they stay on the planter's north side.



Charlie Team: Turn to the southeast building and pick off the tangeros on the second floor while Bravo distracts them with return fire. Keep firing at this building till the concluding cut scene begins.



When all the tangeros are eliminated, an Apache Longbow flies in from the north and engages the tank at the far end of the courtyard. Watch as the Hellfire missiles slam into the T-72.



Soon after the Apache attack, a Humvee rolls in from the south. Captain Starks and the mysterious civilian from the start of the mission are accompanied by no other than Al Hamal. All three men thank the teams for their assistance, concluding the mission with an unexpected twist.

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

EPILOGUE 3: DEFEND AND PROTECT

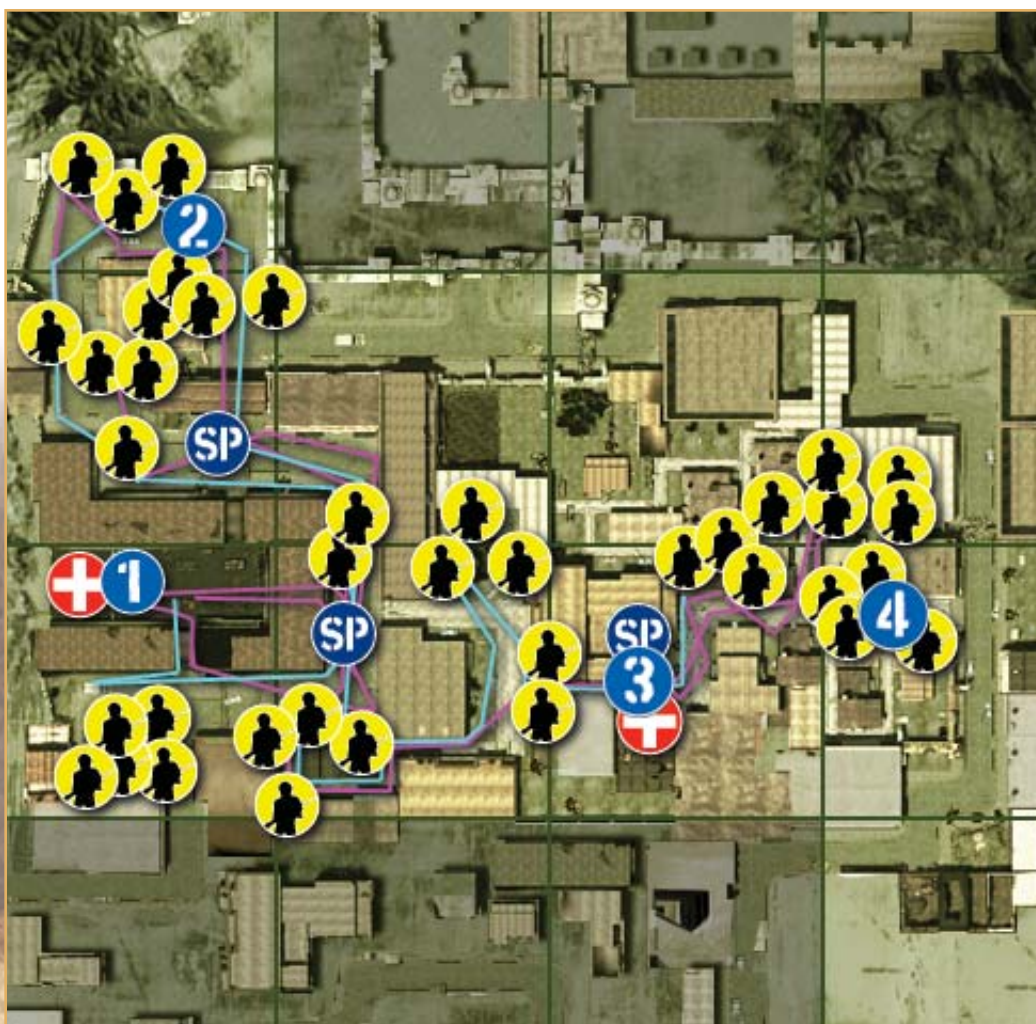
MISSION BRIEFING

Weakened by coalition attacks, Al Afad's Mujahideen forces are now hitting soft targets across the area of operations. A humanitarian convoy tasked with tagging the remains of the recently discovered mass grave has come under attack and recon reports a large force converging on an aid station.

Alpha and Bravo's first goal is to defend and secure the aid station from attack. This includes hunting down a large contingent of Mujahideen forces to the north before they can stage an assault. Finally, the humanitarian convoy must be located and defended from further attacks.

LEGEND

-  OBJECTIVE
-  SAVE POINT
-  ENEMY SOLDIER
-  ALPHA TEAM ROUTE
-  BRAVO TEAM ROUTE
-  CHARLIE TEAM ROUTE
-  CASEVAC



NOTE

Epilogue 3 is a PS2 exclusive mission.

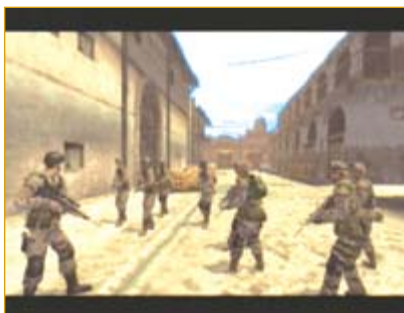


CHAPTER 18: EPILOGUE 3: DEFEND AND PROTECT

MISSION TACTICS

OBJECTIVE 1: MAINTAIN LOCAL SECURITY

A number of resistance fighters have been spotted moving toward the aid station compound from three possible directions: east, southeast, and southwest. The bulk of the attack will come from the southern directions, so be prepared to position the teams accordingly.

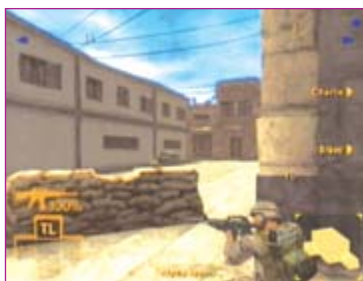


Impressed with their previous performance, Captain Starks has requested Alpha and Blue teams to help defend an aid station from approaching tangerines.

Alpha Team: As soon as the opening cut scene ends, move through this archway to the east.



Alpha Team: Take a corner position in the archway's southeast corner. From this spot you can see a dumpster across the street in the southeast corner.



Alpha Team: Run to the dumpster and take cover on its eastern side. Immediately put a Fire Cursor on the street to the west and order suppressive fire. Make sure the Fire Cursor covers the entire western street and nearby alley, but not the sidewalk on the northern side.

Alpha Team: Suppressive fire eats up a ton of ammo, but it's the best way to deal with the number of enemies to the west. More tangerines pour out of an alley to the south, but they are cut down quickly.



TIP

Charlie Team consists of Captain Starks, equipped with a sniper rifle. He's on the rooftop of the building surrounding the aid station. But avoid exposing him to fire. If he's killed the mission is a failure. Due to the chaotic situation, it's best to keep him behind cover. If necessary use him to pick off single pinned tangerines to the south. He can also be used to cover the compound's interior, in the event that a tangerine successfully infiltrates the aid station.



Bravo Team: While Alpha suppresses the tangerines, move into the broken archway entrance to the south and take a corner position to the southwest.

Bravo Team: From the broken arch, move west along the sidewalk and take cover behind this blue car. Alpha's suppressive fire will keep the tangerines to the south pinned.

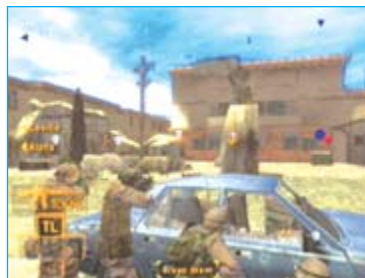


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Bravo Team: Once behind the car, open fire on the tacos clustered around the rubble to the south.



Bravo Team: One taco takes cover behind a dumpster in the southwest corner of the street. Use the M203 to take him out.

TIP

From Bravo's position they can also hit tacos rushing out of the alley near Alpha's position. If Alpha has trouble hitting a taco behind cover, use Bravo to take them out with flanking fire.

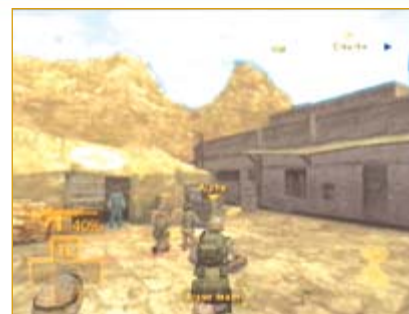


Alpha Team: When Captain Starks reports enemy movement to the north, move along the southern side of the dumpster.

Alpha Team: Alpha's ammo is low, but they should have enough to take out the two tacos moving along the street to the north. One rounds down the street, and another takes cover behind a wooden crate.



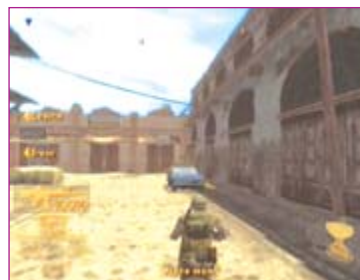
When Captain Starks orders the teams to use a SitRep, the attack is over. Before saving, move both teams to the CASEVAC site—Alpha team is in dire need of some ammo.



Once both teams are stocked up, move them through the eastern arch and make a SitRep at the save point in the street.

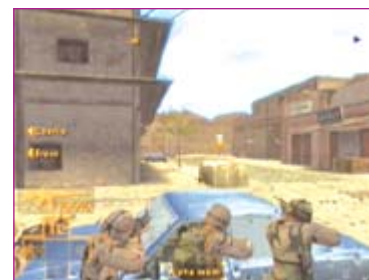
OBJECTIVE 2: DESTROY THE MUJAHIDEEN FORCE

A large contingent of fighters loyal to Al Afad have gathered in the north. Alpha and Bravo must stage a pre-emptive strike before these fighters can organize and move against the aid station.



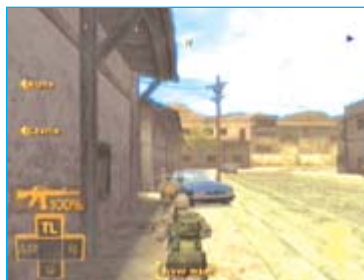
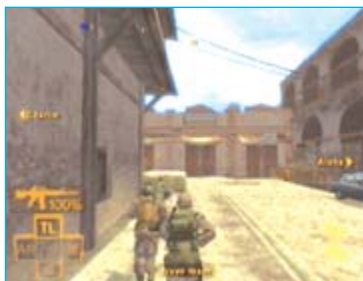
Alpha Team: From the save point turn north and move along the eastern side of this blue car.

Alpha Team: Place a Fire Cursor on the western street to take out any tacos scrambling for cover.

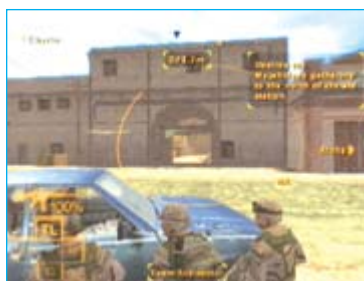


CHAPTER 18: EPILOGUE 3: DEFEND AND PROTECT

Bravo Team: Charge up the northern street and take a corner position just across from Alpha. The street to the west should be clear of threats.



Bravo Team: Move along the southern side of the western street and take cover behind this blue car.



Bravo Team: Immediately place a Fire Cursor over this archway to the north. Most of the Mujahideen forces are gathered on the opposite side of this arch, but don't expect many to show their faces yet.

TIP

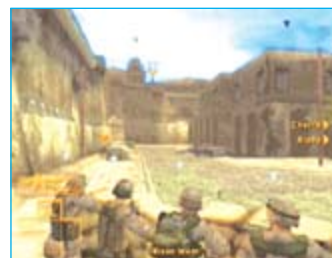
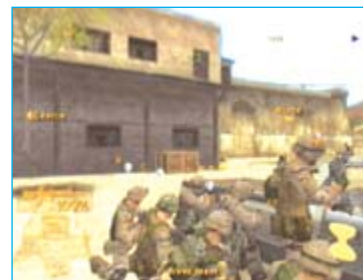
Whatever you do, don't attack the Mujahideen forces through the northern arch—they're waiting for you! Instead flank their positions from the west.

Alpha Team: Leap-frog Bravo's position and continue west, taking cover along the southern side of this compact pick-up truck.



Alpha Team: Turn north and immediately open fire on the three tangerines, preferably before they can reach cover. Use suppressive fire to keep them pinned.

Bravo Team: Rush over to Alpha's position behind the pick-up truck, then turn west to spot the gray building. Take a corner position at this building.

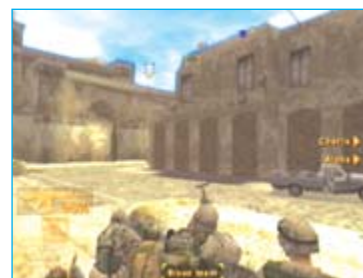


Bravo Team: At the edge of the gray building, peek around the corner to spot these sandbags. Move to the southern side of the sandbag wall and open fire on the tangerines to the north. From here you can flank the three tangerines as well as take out a sniper to the north.

TIP

As soon as Bravo is behind the sandbags, halt Alpha's suppressive fire and place a regular Fire Cursor over the tangerines to the north.

Bravo Team: When the area is clear, advance north to the stone block on the western side of the street. Turn northeast to take out another rooftop tangerine.



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Alpha Team: Catch up with Bravo and take cover along the same stone block where they're positioned.



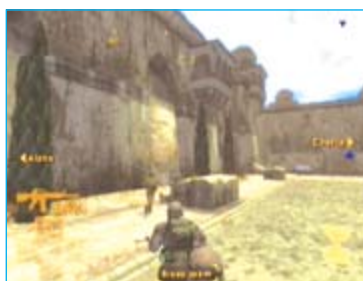
Bravo Team: Rush to the next stone block on the western side of the street and open fire on a tango to the east. He takes cover behind a stone block.

Alpha Team: Run to the same block where Bravo is positioned, taking cover behind them on the western side. Turn to the tall wall to the north and locate the square stone support in the corner.



Alpha Team: Take a corner position at the northern wall's support and turn east. From here you can flank the tango hiding behind the stone block as well as eliminate another sniper to the southeast.

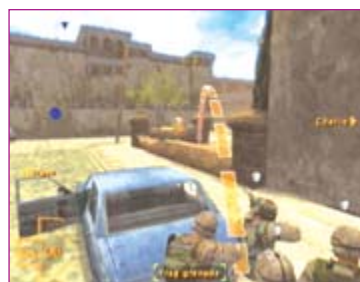
Bravo Team: When Alpha has cleared the eastern road, rush to the block on the northern side where the tango was hiding.



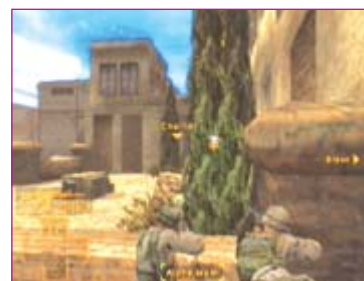
Bravo Team: From the northern side of the block, turn to the southeast and open fire on the tango in the small enclosed courtyard. There are three tangos in this area, but you can only see two from this position. You should also be able take out one of them.



Alpha Team: While Alpha team distracts the tangos in the courtyard, rush up behind this blue car on the southern side of the road. Toss a grenade in the courtyard to take out one of the tangos. Once this tango is down, Bravo should stop shooting.



Alpha Team: Now bound to the courtyard's low perimeter wall. Keep inching east and aiming south till you can surprise the last tango with a quick burst of automatic fire. If you're having trouble spotting him, try tossing in another grenade.



Clearing the small courtyard eliminates the last of the Mujahideen forces. Move both teams through the archway to the south and make a SitRep on the other side to save the game.



OBJECTIVE 3: LINK UP WITH THE CONVOY

A convoy to the east has come under attack by resistance fighters. Alpha and Bravo must fight their way through the streets until they can make contact with the convoy.

CHAPTER 18: EPILOGUE 3: DEFEND AND PROTECT

Bravo Team: The safest way to approach the convoy is through the alley on the southern side of the aid station. Start by moving to the stone block at the southeast corner of the street.



Bravo Team: Aim down the next street to the south to spot a distant sniper on a rooftop. A few quick bursts of automatic fire should drop him.

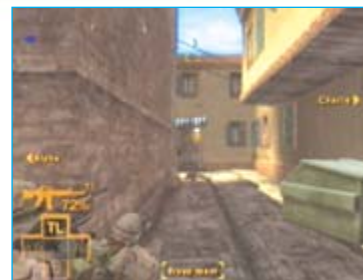
TIP

Don't advance on the convoy through the eastern alley just opposite of the aid station's main entrance—the teams will be caught in a deadly cross fire. Instead, use the southern alley. If the teams are low on ammo, consider restocking at the CASEVAC (inside the aid station compound) before continuing.

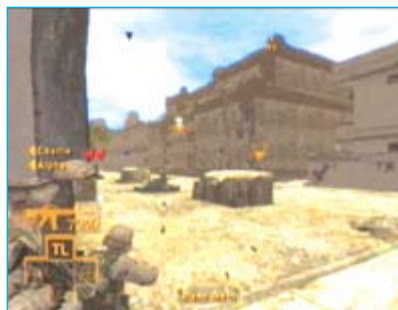
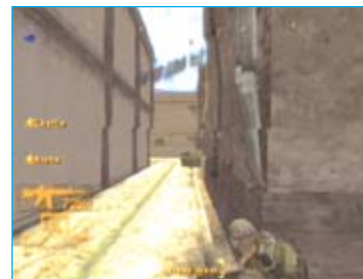


Move both teams to the southern side of the aid station compound and approach the alley to the south—look for the two dumpsters. Watch for tangers inside the alley before rushing inside.

Bravo Team: Take up a corner position on the eastern side of the alley and place a Fire Cursor to the south. A tango will walk into view and get peppered by the team's fire. If a tango doesn't show or manages to retreat, toss a grenade at the next corner to take him out.



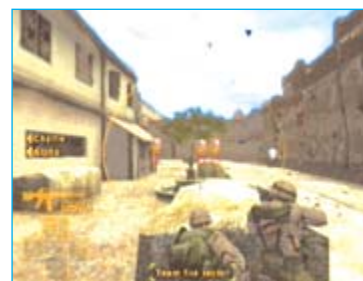
Bravo Team: The rest of the alley is clear of threats. Work your way through the zigzag alley till you come to this stretch heading east. Move to the next corner on the northern side.



Bravo Team: At the corner you have a solid view of a large courtyard crawling with tangers. Place a Fire Cursor over the two tangers to the northeast: one is in an alley, and another is on a balcony. Both

tangers can be neutralized with gunfire from this position.

Bravo Team: Next, turn your attention to the three tangers at the northern end of the courtyard. Bound to the stone block to the northeast, keeping weapons aimed to the north. Keep firing at the northern tangers while Alpha prepares to flank.



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==FULL SPECTRUM== WARRIOR

PRIMA OFFICIAL GAME GUIDE



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Alpha Team: Catch up to Bravo's position and move in behind them at the stone block. From there, look to the northeast to spot an alley—Bravo took out a tango here earlier.

Alpha Team: Rush into the eastern alley and take a corner position so the team can spot the tingos to the north. Bravo's fire should keep the tingos pinned while the team crosses the courtyard.



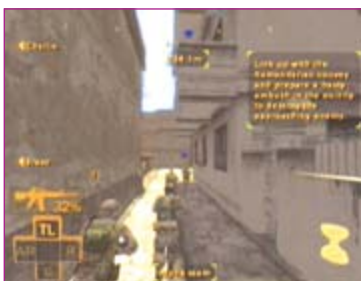
Alpha Team: Moving to this corner causes one of the tingos to flee, and he gets gunned down by Bravo in the process. Place a Fire Cursor on the two remaining tingos, taking one of them out. Continue firing on the remaining tango while Bravo assaults at close range.



Bravo Team: The last tango is well covered behind a stone tree planter. While Alpha provides covering fire, rush to the western side of the courtyard, taking cover behind this stone bench. You still can't

shoot the tango from this position, but you can blast him with a frag grenade.

Alpha Team: Now that the courtyard is secured, you can make it to the convoy. Move down the eastern alley till a cut scene begins.



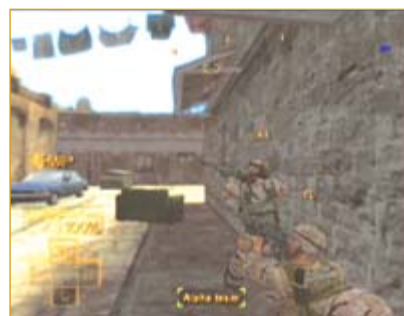
All that remains of the ambushed humanitarian convoy is a single CASEVAC truck. The medic says that several well armed resistance fighters are located to the east, and closing in on this position.



Move both teams to the CASEVAC and stock up on ammo. Next, make a SitRep at the save point in the courtyard to the north.

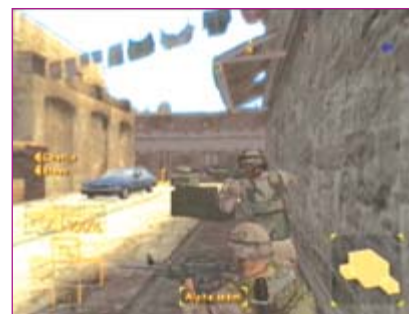
OBJECTIVE 4: DESTROY APPROACHING ENEMY

The street to the northeast is packed with tingos. Alpha and Bravo must halt their advance and eliminate all resistance fighters to prevent them from overrunning the convoy's position.



Move both teams into the north/south street to the east.

Alpha Team: Move to the eastern side of the street till you can spot a dumpster in the corner to the north, just beyond the blue car. Move to the western side of the dumpster.



CHAPTER 18: EPILOGUE 3: DEFEND AND PROTECT



Bravo Team: While Alpha moves to the dumpster, take up a position behind the blue car.



Alpha Team: From the dumpster, place a Fire Cursor over the street to the east—All hell is about to break loose!

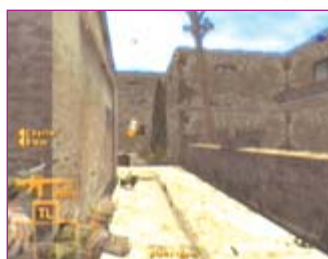
Bravo Team: Like Alpha, place a Fire Cursor on the street to the east, but cover the small enclosed courtyard to the northeast too.



Bravo Team: About a half-dozen tangeros appear in the street ahead. Unfortunately, most of them are able to take cover before they're gunned down. Keep firing to stymie their advance. One tango makes it into the small courtyard to the northeast.

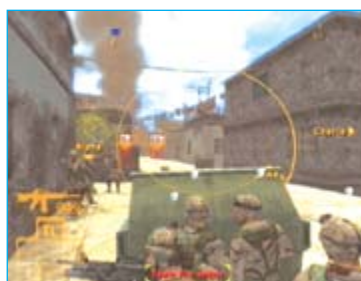
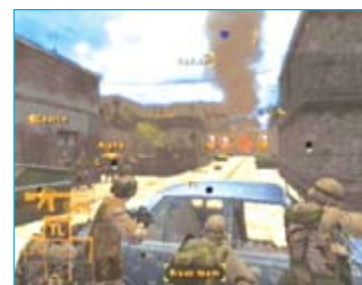


Alpha Team: As soon as the tango moves into the courtyard, leave the cover of the dumpster and move to the north, along the wall—the tangeros further down the street can't hit you here. Move a few steps toward the east until you can toss a grenade over the courtyard wall. This will take out the tango hiding inside.



Alpha Team: Creep up to the corner and peek into the alley to the north. Place a Fire Cursor on this alley to mow down any tangeros attempting to flank your position. If they manage to take cover behind the corner or behind the nearby stone block, take them out with a grenade

Bravo Team: By now the blue car resembles Swiss cheese—it's time to find new cover!



Bravo Team: Rush over to the dumpster in the position previously occupied by Alpha. Continue firing at tangeros to the east, but be careful not to hit Alpha positioned near the alley to the north.



Bravo Team: To thin out the resistance, use the M203 to blow away two of the tangeros on the southern side of the street.

“FULL SPECTRUM” **WARRIOR**

PRIMA OFFICIAL GAME GUIDE

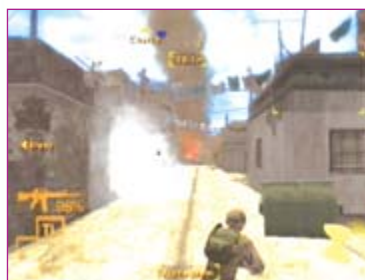


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Alpha Team: While still covering the alley to the north, toss a couple of smoke grenades into the eastern street. Throw one along the northern side, and the other along the southern side to create a thick smoke screen. While

the smoke builds, look for an alley with a dumpster to the southeast.



Alpha Team: Once the smoke screen is in place, cross the street and enter the southern alley, taking cover behind the dumpster.

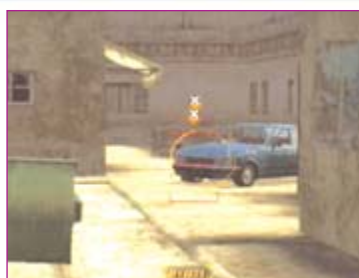
Alpha Team: You can't hit much from this position, so prepare to move again while the smoke is still in play. Another alley is just across the street to the northeast. If the smoke is too thick, use the movement cursor to find the alley.



Alpha Team: Run through the smoke and enter the northern alley, taking cover behind another dumpster.



Alpha Team: Three tangeros are positioned in this alley so immediately open fire once the team is behind the dumpster.

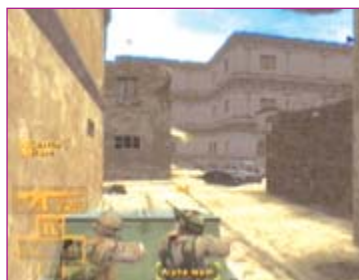
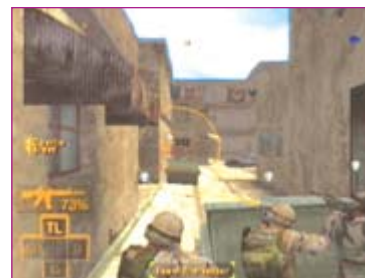


Alpha Team: Take out the tango hiding behind the car first. One well placed M203 round does the trick.

Alpha Team: Just beyond the car is another tango hiding behind a wooden cart. Use suppressive fire to cut the cart and tango to pieces.



Alpha Team: The next tango is hiding behind a corner to the north. Bound/suppress to the dumpster on the western side of the alley.



Alpha Team: By closing in on his position the tango might attempt a retreat, allowing the team to gun him down. If he stays put, annihilate him by tossing a grenade at the corner.

Alpha Team: While still behind the dumpster, bring up your GPS and order a reconnaissance fly-over to locate the remaining tangeros. This alley is cramped and you don't want to make direct contact with any nearby enemies.



CHAPTER 18: EPILOGUE 3: DEFEND AND PROTECT

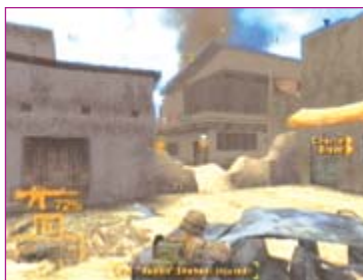


Alpha Team: There should only be a handful of tingos left. Fortunately, you can take out most of them from this alley. Begin by moving to the northern side of the blue car you demolished earlier with the M203.



Alpha Team: The tango behind the pick-up can't be shot, but he's within range of a grenade. Toss a frag in his direction to completely wipe out the resistance fighters.

Alpha Team: Turn to the southeast and open fire on a couple of unsuspecting tingos on the other side of this damaged wall. They're not expecting to be attacked from this direction so they're easy to take out.



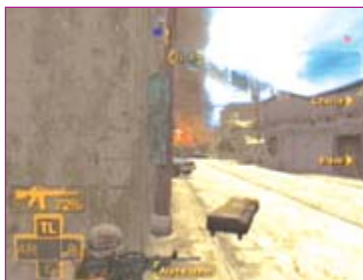
Alpha Team: When the two tingos are down, move to the damaged wall and aim to the southeast. You may be able to spot and flank another tango in the adjacent alley from this position—assuming Bravo hasn't already killed him.



NOTE

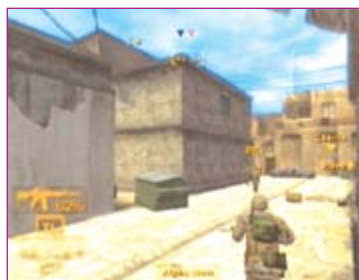
Keep an eye on the blue objective marker to monitor your status. As long as the marker is positioned to the east, more tingos are present. If the marker moves back to the CASEVAC, all enemies have been killed.

Alpha Team: Return to the alley entrance to the south, and take a corner position along the dumpster, looking down the street to the east. One more tango is located behind the pick-up truck.



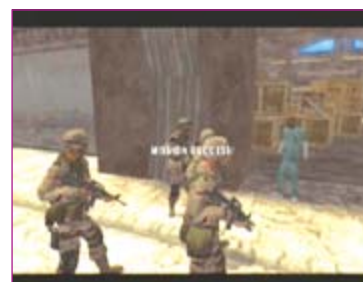
TIP

If more tingos are present to the east, deploy smoke further down the street, then cross and enter the alley system to the southeast. From the southern alleys you can easily flank the remaining tingos. Remember to use corners and other objects for cover while scouring the area for threats.



Alpha Team: When all tingos are killed, the blue objective marker moves back to the CASEVAC site. Enter the street and move west, back toward Bravo's position.

Alpha Team: Return to the CASEVAC site to complete the mission. Good work soldier!





FULL SPECTRUM EXTRAS

FULL SPECTRUM WARRIOR INTERVIEW QUESTIONS

1. How much did real-world events affect the direction of the game's admittedly urgent story?

Very little actually; we deliberately tried to distance ourselves from current events when creating the story. We didn't want people to think we were trying to make a quick buck on world events.

2. *Full Spectrum Warrior* is based on an actual simulation program that Pandemic developed for the United States Army. How much of that tech made it into the game?

Only about 15 percent of the original tech is in the retail game. Many systems had to be rewritten or built from scratch for the retail version.

3. What can you tell us about the development of the tech that eventually became *Full Spectrum Warrior*? We understand that some members of Pandemic had to obtain security clearances prior to initial development.

We worked extensively with the Army when creating the Army version of the game. We met with Army representatives and actual, active-duty Army sergeants on a regular basis to insure we were conveying the right principles and recreating soldiers accurately. There were only a few instances where we needed clearances to meet with people, and none of what we show in the retail game is "top-secret" or classified.

4. Is everything relating to the Army absolutely authentic in *Full Spectrum Warrior*? Or did Pandemic need to employ a little fiction since this is a video game, not an actual Army simulator?

*We had to abstract many things in both the Army version and the retail version. Given the medium, you simply cannot recreate everything 100 percent accurately. That's just impossible. Having said that, we work very hard to make sure that what is in the game is as authentic as possible. *Full Spectrum Warrior* is, IMO, the most authentic army experience you can get in a game.*

5. Now, there is no AI Afad or ZLF, so how did Pandemic decide what weapons to equip your enemies with?

We choose weapon types appropriate to the location we set the game.

6. How did the mechanic of having the player control two separate teams affect the development of the game? Does it make it more difficult to effectively give the player twice the number of options of getting things done?

*Controlling two teams was one of the greatest challenges when creating the game. It affected everything. If you look at most games, there is only one character—you. In *Full Spectrum Warrior* there are 8 characters on two teams. This condition of the game impacted the controls, the camera, the save/load feature, and even our cinematics.*

7. Despite controlling them as two cohesive units, the individual men of each fire team stand out—even in the middle of intense combat situations. How were the different personalities of the eight soldiers created?

The soldiers were based on real people—although they aren't real people. Their personalities were created by one of the game's designers, Brian Gomez, and the lead designer, Laralyn McWilliams.

8. The environments of Zekistan may be fiction, but they look amazing—and amazingly real. For example, the palace mission is particularly beautiful. What was the inspiration for the design of the levels?

We just tried to think of interesting locations to set missions within. Our art director, Chris Hunt, and lead artist, Rosi Zagortcheva, did a tremendous amount of research on the region in which we chose to set the game.

9. Do you have any hints or tips for players to help make their missions go a little more smoothly?

*Remember that the game is about using **two** teams. Keep them close together. Also, move over short distances; don't order your men to advance too far all at once, this will expose them to unseen enemies waiting in ambush.*

10. Even though AI Afad is in the dirt by the end of the game, we all know that bad guys are in no short supply—in both the real world and the video game universe. Could the men of Alpha and Bravo be deployed to another hot spot in the future?

We hope so!



CHAPTER 19: FULL SPECTRUM EXTRAS

CHEAT CODES

Full Spectrum Warrior is a challenging game, indeed. Sometimes you need a little help to save the day, and our secret codes will certainly grease the wheels of liberation. But should you want to goose the game's difficulty, we can certainly help you with that, too. And should you require a little levity to negate the burdens of war, we cover that as well—it's guaranteed to help you get ahead (ahem) of the enemy.

IRON MAN MODE

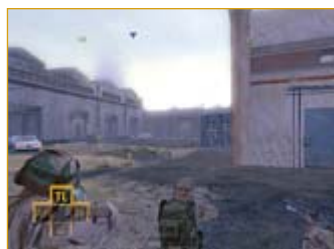
Defeated Al Afad and his cabal of terrorist henchmen? Think you truly are an "Army of One?" Then try this super code that juices the game's difficulty tenfold by stripping away almost the entire HUD.



- At the Cheat screen, enter **SWEDISHARMY**.

Now, start a new profile and select the third level of difficulty, Iron Man. Once the action begins, you'll immediately notice

that absence of almost every on-screen element in the HUD. The compass ribbon? Gone. Ammunition count? Poof. The icon box so you can verify you are about to slide safely into a corner position? You're on your own, pal.



The only HUD element remaining is the Soldier Selector so you always know which team member you're currently controlling. Without the compass, you'll need to be a lot more careful when using your map—

you must rely on landmarks to know which direction to fire or where to run before Al Afad's loyalists start raining fire on you.

Perhaps the most missed feature is the ammo counter. When you lay down suppression fire, you'll need to keep a manual count of how much ammo you've expended. Should you lay down suppression fire, then switch teams and use your ears to make sure the other team is still pumping out cover fire. The last thing you want to hear when trying to get in position behind a tango is the deafening silence of your support team's empty clips.

UNLIMITED AMMUNITION

Like to burn off clip after clip, keeping tangerines at bay while moving into the perfect position? Tired of running out of bullets after a long day full of suppression fire? Your men grumbling and grousing about hoofing it all the way back to the CASEVAC to restock?



- At the Cheat screen, enter **MERCENARIES**.

Your men are treated to an eternal spring of clips. Feel free to use as much ammo as you need to rid Zekistan of Al Afad's thugs without worry of an ill-timed empty chamber.

This special cheat makes some of the tougher slogs through the city streets a little easier, but unlimited ammo won't do your men much good if they can't get their aiming down. However, in hairy situations that require a lot of suppression fire, like Mission 5: Palace Gates, this code eases the pressure of precision aiming and ammo conservation.



BIG HEAD MODE

The fight for Zekistan is serious business. Not only are the lives of eight soldiers in your hands, but the destiny of a nation is decided by your actions. That's a lot to carry on your shoulders—so soothe your burden with bigger shoulders.



- At the Cheat screen, enter **NICKWEST**.

This light-hearted code inflates the egos of your soldiers, literally. With their super-big noggins, they look a little goofy, but that doesn't make them less lethal. They're still the most highly trained infantrymen in the field.



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VAPORIZE!



TERRORIZE!



HYPNOTIZE!

DESTROY ALL HUMANS!

ONE GIANT STEP ON MANKIND



PlayStation®2



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